VIKING AIRSOFT LLC

REGULATIONS (REGS)v6

The goal of these Player Regulations (REGS) is to provide participants with a collection of rules and approved best practices. It is based on vetted tactics, techniques, and procedures. VIKING AIRSOFT LLC reserves the right to change any of these rules and communicate them to our participants prior to, or during the event to ensure that the high quality and safety of our event is maintained. Treat all event participants with respect and dignity. Our events are designed around immersing you with a fun, military style experience. However, you are not competing for a trophy so relish in the experience and the tasks assigned to you by your chain of command.

SOME BASIC SAFETY RULES:

Minimum engagement distances are:
Rifleman & LMG - None
MMGs & some Grenadier munitions – **50ft***
SDM/Sniper – **100ft***
*Players who employ weapon systems with minimum engagement distances should carry a sidearm.

Use of commercially produced smoke grenades, pea grenades, TAGN grenades, and flash grenades are authorized for participant use based on fire safety conditions at the venue on the day of the event.

Smoke grenades are NOT authorized for use inside buildings and structures. **Red smoke is NEVER allowed.**

Participants are not authorized to bring or use any kind of pyrotechnics not classified as 1.4C for gaming use. Examples of authorized brands are Enola Gaye and TAGinn.

Homemade pyrotechnics are not authorized!

If a CEASE FIRE is called, echo the command, stop firing and take a knee. Deploy your safety flag as needed.

EYEPRO must remain on at all times. No exceptions!

SOME NON-NEGOTIABLES & GOLDEN RULES:

When in doubt about how to act or behave in any situation not specifically mentioned within these REGS, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.

Disrespecting of the cadre or other participants will not be tolerated. Participants found cheating or disrespecting the cadre or other participants will be ejected from the event without a refund.

Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

LOST AND FOUND:
If you come across any items that were obviously dropped or used by another player, please pick it up and turn it in to your assigned Cadre so it may be returned to its rightful owner. VIKING AIRSOFT LLC is not responsible for items left on the field after cadre clear the site.

AGE RESTRICTIONS:
We allow participants as young as 13 at our events. All participants under the age of 18 must have their waiver signed by their parent. Additionally, participants ages 13-15 must be accompanied by a parent or legal guardian that is registered to play at our event as well. However, while we allow minors to attend, our events are designed for a mature audience that require a level of self-control and respect not typically found in minors. Please consider this before signing up or registering minors as it can negatively affect your experience and the experience of those around you.

ALCOHOL & DRUGS:
VIKING AIRSOFT LLC events are alcohol and drug free. We know it's fun to party, but we have minors and replica firearms present. Regardless of any state laws regarding drug use, **all narcotic and hallucinogenic drugs are banned.** Camping areas may be exempted for alcohol, after event hours, depending on the venue host.

LEAVING THE EVENT:
VIKING AIRSOFT LLC events are about immersion and utilize a controlled supply chain. To ensure this concept is not compromised a participant who goes to their car or campsite after they have "processed in" to the field; must have their gear inspected again. This will be done at our leisure, and we will not be stopping the event because you forgot something.

REFUNDS:
We will not process a refund unless we cancel the entire event. However, if the event has already started, then no refunds will be processed. If you cannot make it for any reason, that is on you. "Tickets" are also non-transferable. Active Duty, with orders, will be the only exception.

EYE PROTECTION (EyePro):
Eye protection must be worn at all times. No exceptions! VIKING AIRSOFT LLC will not be responsible for injuries caused by participants who take their EyePro off during the event, nor injuries caused by EyePro failure. Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. VIKING AIRSOFT LLC will inspect all EyePro at check-in for adherence to this

standard. If your EyePro is “on the border” of this standard then we will err on the side of caution and not approve them. Ensure you have a backup that you know will pass inspection. Steel mesh lenses are permitted.
While not required*, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries. ***Required for ALL minors.**

HEARING PROTECTION:
Hearing protection should be worn at all times, but it is optional. You could be subject to noises in excess of 120 decibels at any time during an event. This includes the commercial 1.4 C pyro (such as Enola Gaye products.). VIKING AIRSOFT LLC will not be responsible for injuries caused by participants who choose not to use hearing protection during the event. Any military style hearing protection is appropriate however foam earplugs work just fine.

UNIFORM REQUIREMENTS (Approved camouflage patterns):

Please look at the Event Information on our web-page in regards to uniforms. Most events we have a theme or synopsis that we are trying to match.

NATO: See event information on our webpage. **Green Faction Patch and/or Green Armband is required*.**

RUSFOR: See event information on our webpage. **Blue Faction Patch and/or Blue Armband is required*.**

MILITIA (RUSFOR): See event information and any RUSFOR camouflage. Any chest rig/LBE is okay. **Blue Faction Patch and/or Blue Armband is required*.**

***FACTION PATCHES ARE PROVIDED by VIKING AIRSOFT LLC.**

All uniforms must consist of matching tops and bottoms in the approved camouflage for your faction. The only exception is the MILITIA who may mix and match their approved camouflage patterns. If in doubt ask VIKING AIRSOFT LLC.

If you wish to wear another type of camouflage pattern or uniforms to our events you must fill a squad of 8 and then contact the VIKING AIRSOFT LLC staff via a Facebook DM from the VIKING AIRSOFT LLC (vikingaxeairsoft.com) homepage and ask for permission first. Showing up the day of the event in an unauthorized camouflage pattern will only result in you being turned away without a refund.

Due to the extreme nature of our events and AO’s (Area of Operation) we highly recommend participants invest in either military style boots or commercial off the shelf equivalents by Danner, Keen, Salomon, Merrell, etc. Tennis shoes, dress shoes, etc. are highly discouraged as they do not protect your feet from the elements, or provide you the stability needed to endure long foot movements over varied terrain.

Drones are not allowed for gameplay at our events.

“Booby Traps” are not allowed for gameplay at our events.

WEAPON REPLICA RULES:

Participants who attend our events are required to carry a weapon that is appropriate for the faction they will be attending as;

US/NATO participants use US weapons, RUSFOR participants use Russian/Soviet weapons and MILITIA participants may use any weapon they choose.

LMG = Light Machine Gun (M249, MK46, RPK, Stoner).
MMG = Medium Machine Gun (M240B, M60 variants, MK48, PKM) and have a minimum engagement distance of 50 feet.
NATO: M16 Variant, SCAR variants, M4 variants, M249 variants (LMG), M240 variants (MMG), Stoner, M40, SR25, M14 variants, M60 (MMG), MK46 (LMG), or MK48 (MMG).
RUSFOR: AK variants, SVD variants, PKM (MMG) variants, RPK (LMG) variants.
MILITIA: Any replica is allowed. High speed attachments (PEQs, Flashlights, Optics) are discouraged, but allowed.

Squads are limited to 2x LMG or 1x LMG and 1x MMG. Squads are also only authorized 2x Grenadiers. This is to faithfully recreate the infantry squad organic structure and to ensure there aren't too many LMG/MMGs hosing down the AO. However, FACTION CO's can create a structure such as a "Support" or Weapons Squad but are still limited in the overall numbers of roles allowed in their faction.

Fake Knives are not authorized at our events. Therefore, there are no patches for knife kills!

MAGAZINE RESTRICTIONS:

Mid-caps, standard magazines and lo-capacity magazines are the only magazines allowed for non-LMG/MMG class weapons. This is meant to keep the playing field level and place importance on the proper emplacement, fire control measures, and use of LMG/MMGs.
Box/drum magazines are restricted for use by LMG/MMG gunners. Any LMG/MMG class weapon must be a faithful re-creation of a real-world counterpart.

FPS / MAGAZINE / AMMO RESTRICTIONS & LIMITS:

The following FPS limits are in effect:
Pistols, Shotguns, GBBR, AEGs & LMGs:
1.5 Joules 6mm: 366fps w/0.25g
MMGs (Note this is for M240B, M60 variants, MK48 and PKMs only!):
1.87 Joules (Minimum engagement distance 50ft) 6mm: 402 fps w/0.25g
SDM & Sniper Rifles:
SDM FPS limits are 2.32 Joules, 447fps with .25g BB's and Sniper Rifles are 2.97 Joules 400fps w/0.40g BB's (Both have a minimum engagement distance of 100ft. Bolt action and semi-auto only).

AMMO (BB) RESTRICTIONS:

Do NOT bring or use your own BB's. We will provide all the BB's for use at the event and the cost is included in your fee. ALL BB's will be bio-degradable. To level the playing field and enforce the importance of LMG/MMG weapon systems, participants will be issued their initial supply of BBs for the event prior to step off, and will be resupplied during the course of the event as needed, or based on your faction's

current supply chain capacity. How you use those BBs and cross load them among your squad is up to your leadership. Extra allotments will not be given for those bringing grenades or filling Grenadier roles.

Ammo Loads:
Riflemen, Grenadiers, SDMs, and Snipers – **500rnds**
Light Machine Gunners (LMGs) – **1500rnds**
Medium Machine Gunners (MMGs) – **3000rnds**

Fire control measures and resource accountability are part of a leader's responsibility. Ensure that both you and your leadership are aware of your ammo levels to ensure a timely resupply. This brings an element of realism to the game play. Engagement in prolonged fire-fights without resupply will likely end in your elements demise.

WEAPONS CLASSIFICATIONS/ROLES:

LMG/MMG CLASS WEAPONS (Support Gunner Role):
8 to 12 person squads are limited to 2x LMG's, or 1x LMG and 1x MMG class weapon each. In addition to a flexible number of rifle squads in a platoon, the CO/PL may convert one squad to be a weapons squad. This squad must also adhere to the general rules on grenadiers and DMRs, but may have 3 LMG/MMGs assigned to it (providing faction roles are not exceeded).

It's a good practice to take over control of an LMG/MMG when the gunner gets hit. The LMG/MMG is the platoon's greatest casualty producing weapon system and therefore it's constant manning is highly encouraged. You need to have pre-established consent with the owner of said replica system. Once the LMG/MMG gunner is either "treated" or "healed" allow them to take back over operation of the weapon system. **MMGs have a minimum engagement distance of 50 FEET** or more.

GRENADIER (Rifleman Role):
8 to 12 person squads are limited to 2 Grenadier class type weapons each. BB rounds come out of your issued BB supply (role) and are designed for use against personnel in close quarters. Explosive rounds are also designed for use against personnel at a **minimum engagement distances of 50 feet** or more and have the same kill radius as hand grenades. Chalk rounds are designated for use against vehicles (technicals) and not designed for use against personnel.

If a designated Grenadier participant gets hit, his/her teammates MAY use those weapons while the "wounded" participant is awaiting to be "treated." Always be sure to ask for consent before using any equipment that isn't your own. Grenadier are rifleman or leadership roles ONLY (example - you cannot be a Support Gunner and a Grenadier, or Medic and a Grenadier etc.).

SDM (SDM or DMR Role):
SQUAD DESIGNATED MARKSMAN (SDM), Formerly DMR:
SR25, M110, MK12 SPR, Scar-H, M14 Variants, SVD variants, VSS may be modified for SDM use as long as they are only used in semi-only. **Cannot use Full Auto.**
SDM FPS limits are 447 with .25g BB's w/a **minimum engagement distance of 100ft** or more.

There may only be 1 SDM per squad, unless the CO authorizes it (may not exceed TOE roles). Must transition to secondary weapon (pistol) when clearing buildings. SDM must carry a secondary weapon with them in order to engage targets closer than 100'. May shoot from inside-out, but engagement distance still applies.

*Bolt action rifles are not authorized for use as SDM platforms. Therefor bolt-action rifles are considered sniper weapons and must follow the sniper rules below.

SNIPERS / SNIPER RIFLES (Sniper/Recce Role):
Sniper rifles must be bolt action. Sniper rifles can use any type of propellant (spring, electric or gas), but they must shoot at or under the specified 400 FPS limits with .40g BB's.

All snipers must adhere to a 100' minimum engagement distance.

Snipers must carry a secondary weapon with them in order to engage targets closer than 100'. The secondary may only be a pistol (as per SDM). It CANNOT be a full-sized AEG. May shoot from inside-out, but engagement distance still applies.
We ask anyone playing the sniper role to please refrain from taking head-shots whenever possible.

Sniper/RECON roles are limited to 12 individuals per faction and are command level assets. This means that you report directly to the XO (Executive Officer). You may be employed either in general support of your faction, or attached to a platoon* depending on your commander's intent. *There are no Sniper/RECON position roles for squads or platoons. Please contact VIKING AIRSOFT LLC **BEFORE** registering for a sniper role. This position requires an experienced and dedicated player, and as such, they should be vetted by the CO or XO of their respective factions.

HAND GRENADES:
Hand Grenades at our events are restricted to grenades like Tornado™, TAGinn Hand Grenades or Enola Gaye grenades that create fragments when they detonate. Thunder B's or other flash bang simulators are also allowed and act the same for kill radius purposes. **Thunder B type grenades are the only grenades allowed if pyro is restricted at the venue.** We recommend writing your name on the core with a Sharpie if you are using these.

Inert replica grenades (like those made of rubber, racket or tennis balls) are not permitted.

When throwing a hand grenade yell "FRAG OUT" so participants can keep a look out for incoming grenades.
Hand grenades have a kill radius of 15 feet from where the grenade detonates. Everyone within 15 feet of the point of impact not protected by hard cover is "wounded". If a grenade detonates in a room, hallway or rooftop everyone in that room, hallway or rooftop is considered hit and "wounded". This rule does not apply to rooms, hallways or roofs in excess of 1000' sq feet. Apply the 15' rule in these areas.
If the grenade fails to detonate, it is considered a "dud" and has no effect on opposing participants.

Players behind no cover when a hand grenade goes off within the kill radius are considered “wounded” and must follow “healing” procedures.
Participants behind soft cover (Bushes, Shrubs, Grass, and Small Trees) are “wounded” and must follow “healing” procedures.
Participants behind solid cover (rocks, walls, hills, bunkers, vehicles and trees much larger than their body) with the cover between them and the hand grenade at the time of detonation are considered alive.
If a hand grenade is thrown, hits an object, bounces back, lands and detonates near the thrower, they along with everyone in that 15’ radius and are now “hit”. There is nothing friendly about friendly fire!
You may kick a grenade out of the way before it goes off or pick it up and throw it back. However, this is not “Act of Valor” and you may not dive on the grenade to save your buddies.

HIT CALLING:
All BB hits to any part of your body and any gear/equipment secured to your person count as a hit, whether it’s a ricochet, or direct hit. Weapon hits do not count.
Blind fire is strictly prohibited.
Friendly fire counts. PID (Positive ID is a real thing!)
If two participants fire simultaneously and both are hit, BOTH participants are out.

Airsoft is a hobby of integrity. **Call your own hits**! Never call opposing participants hits! When you are hit, immediately fall to the ground and simulate being shot for real – the louder the better. Often it is difficult to hear participants over the noise of firing AEG’s and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. **Be loud and proud when acting out being hit! FALL DOWN to the ground.**
While waiting in place, please do not reload magazines and/or grenade shells, test-fire your weapon or anything else other than calling for a medic*
*Reloading sounds and test-firing cause a distraction for live participants in the area who may believe you are still “in” and therefore will likely shoot at you.

BEING “WOUNDED”:
You are required to carry your issued tourniquet (TQ), or other approved TQ on your person at all times. Viking Axe LLC provides one for use during the event as part of your event registration fee. Do not lose it, as there will be no replacements. If you lose it then your battle buddy will need to use his on you, or you will just bleed out.

You may never self-heal or assist your buddy who is rendering aid to you. This includes Medics! Do not hand your TQ to your buddy.

Our events employ rules that allow you to be brought back into the fight by a squad mate to simulate real world buddy aid through the use of the supplied TQ. When you are hit, follow the “Calling Your Hits” procedure. A buddy may come over to you and use your TQ to treat your wounds. He may also use his own TQ, but then when he gets hit what will he use? You must keep the TQ on until killed and **a Medic should be the only one removing it.**

If you are “wounded” and treated by your buddy or a Medic, (within the first 5 minutes) you may continue fighting once your TQ has been applied.

After a TQ has been applied you may disclose any enemy activity/positions, INTEL, etc., that you witnessed during your “wounded” time or any time prior to that.
If a buddy or a Platoon Medic does not reach you in the first 5 minutes after you are hit, you will “bleed out” and are now considered “killed”. At this point, please follow the being “KILLED” rules.

BEING “KILLED”:
When you have been previously treated with a TQ and are hit again you have been “killed”. Once “dead” you must find a medic to be “healed.”
When you are “wounded,” and buddy aid is not rendered, and as a result you "bleed-out” (are not healed in the first 5 minutes), you have been “killed”. Once “dead” you must find a medic to be “healed.”
One participant per platoon (Platoon Medic – PMED) and one participant per squad (Squad Medic – SMED) are designated as medics. PMED’s may carry up to 30 and SMED’s may carry up to 4 “I.V.s” that they can give to “dead” participants in order to “heal” them and allow the participant to re-enter the event as a fresh replacement. An “I.V.” is a 16oz bottle of water given to the “dead” participant. The “dead” participant is required to drink the entire water bottle before being considered “healed” and allowed to re-enter the event.
Medics must ensure they collect the empty water bottle. Re-supply for medical equipment is done on a one for one basis. You turn in one empty water bottle for a full one.
When “wounded”, PMED’s and SMED’s can be treated by a buddy following the buddy aid rules under **Being “Healed.”** PMED’s and SMED’s **CANNOT** self-heal and if “killed” may only be “healed” by another PMED, SMED or at the company casualty collection point (CCP).

All participants that are “killed” while any of their PMED’s or SMED’s are unavailable simply head to the CCP and re-enter the event after completing the healing process listed above.

TQ’s may be used multiple times during the event; however, there will be a limited number of “I.V.s” available during a given mission in order to control the number of regens for a given faction.

While you are “killed” and then “healed” you lose access to/knowledge of any previous INTEL you may have collected.

When “dead” and moving towards the medic or CCP, please hold your hands over your head to indicate that you are dead. Pretending to be dead is considered cheating!

COMPANY CASUALTY COLLECTION POINTS (CCPs):
For missions where it’s necessary or desirable to have participants regenerate in specific areas, or if PMED’s have been” killed”, designated Company CCPs may be used. In this situation “dead” participants are required to move/be brought to the CCP in order to regenerate and re-enter play.

A Company CCP is defined as the area marked for friendly “healing” where IV bottles (16oz water bottles) are cached, or a banner is designated for timed re-spawn.

Players go to a Company CCP, it is never brought to them.

Wounded players may be carried to a CCP (see **"Carrying Wounded"**) in order to be healed any time prior to the 5 min bleed-out time (This is good to know in case you have lost your TQ).

When using CCPs, players "regen" by drinking a 16 OZ IV and returning the bottle to the case they got it from once finished (no trash and full accountability of supplies). Unless a friendly CCP banner is present and timed re-spawn entry is used in place of IV's.

CCPs may be attacked and supplies may be stolen. A CCP is simply a cache of IV bottles stored near the location of an objective. If unguarded it is extremely vulnerable to the enemy.

Carrying/Moving Wounded:
During a given mission it may be necessary to carry a "wounded" soldier to a CCP in order to complete a mission successfully. The following methods for moving wounded are acceptable:

- Drag or shoulder carry the "wounded" participant with their consent.
- Simulate a two person carry with two "healthy" participants placing one hand each on the "wounded" participants shoulders and walking (not running)
- Simulate a one person carry with a single "healthy" participant putting both hand on both shoulders of the "wounded" participant and walking (not running) with them.
- "Live" participants may hold and fire a weapon and "carry" a person at the same time –1 participant will need to shoot "lefty" while the other shoots "righty."
- In the event that one of the participants carrying another participant is hit, the other participant must "drop" the "wounded" participant and wait for another participant to resume the "two-man" carry, or use the one-person method (one at a time).
- If contact between the participants is broken the "wounded" participant is dropped and must remain in position until other participants carry them away.
- Wounded participants must act as dead weight and may not assist in their own rescue by reaching out, getting up to a knee or similar methods.

Searching:
Searching participants for intel is allowed and highly encouraged. The search procedure may take place while a participant is either "Wounded" or "Dead." This also includes stopping a "dead" participant while they are walking back to the medic or CCP.

There are two ways to search someone. **First ask the participant if they authorize you to search them.** Then:
1. If they say YES then they have given you consent to go hands on and check them for intel. Please be respectful of the participant being searched and do not cause physical harm. If at any time the searched participant asks you to stop then you must immediately stop and proceed to #2 below.
2. If the participant says NO, or asks you to stop after saying yes, then you need to ask them for the specific items you wish to inspect such as, radios, maps, notebook, playbooks, loose ammo, etc. The participant being asked for this information must give

it up freely without resistance. The searching participant is then free to take notes or pictures of any items captured. Once complete the searching participant must return all the items to the searched participant (minus IV bottles or loose BB's).

At no time may you take any personal belonging away from a participant. All intel or searched items must be returned to the searched participant prior to your departure from their immediate surroundings.
Loose BB ammo and IV's can be confiscated by the enemy (Confiscated IV's can still ONLY be administered by a MEDIC). If asked for, you must give it up. Loose ammo is defined as any ammo not currently loaded into a magazine, or box mag. Ammo in bags or speed loaders is fair game. A speed loader can be emptied and BB's confiscated but the speed loader must be returned to the owner (player).
Ammo loaded in magazines/box mags is off limits!
Under no circumstances will participants be bound or zip tied!

VEHICLES:
Participant and Team vehicles are not authorized for use at Viking Airsoft LLC events unless cleared by the staff **prior** to arrival at the event. We are primarily interested in military vehicles ONLY. However, exceptions may be made for special mission or large format events. DM the staff on the Viking Axe LLC Facebook page for requests. Ensure you are willing to follow these rules and understand that you are a COMMAND Level Asset and not doing your own thing.
You must be willing to transport any and all passengers as directed by your faction commander and/or XO. Your vehicle is not for the sole use of your personal airsoft team. Teamwork is the key to success at our events.
You must follow the orders of our Cadre. This means returning to base when directed or moving to an area of tactical importance to ensure the initiative is seized and exploited. There is zero tolerance for rogue vehicle crews.

Vehicles will be marked with faction colors or flags.

Poor comms (communications gear) is not an excuse for failing to maintain communication with your leadership. If you have the money to bring a vehicle for airsoft use, then you have the money to invest in a high-quality, high watt radio. VIKING AXE LLC reserves the right to check Driver's Licenses and Proof of Insurance for all potential drivers, as well as determine if the vehicle is safe for the event.

All vehicle crews must also follow the EyePro rules.
Vehicle Kill times on troop trucks is 1 hour or other designated time depending on the event duration.
Vehicle kill times on gun trucks is 2 hours or other designated time depending on the event duration.

All vehicle Drivers and Truck Commanders (TCs) must be at least 21 years of age. No exceptions.
All vehicles must observe the posted and event directed speed limits and rules.
All vehicles must have a driver and TC at all times.
The TC is accountable for the actions and safety of the driver, the gunner and the passengers. It is the TC's responsibility to ensure all rules are followed by both the vehicle crew and its' passengers.

Troop transports must have a reliable communication method between the cab and the troop bay for safety purposes.

TAKING OUT VEHICLES:

A vehicle may be destroyed by shooting a rocket (LAW, SMAW, AT4 etc.), a 40mm TAGinn grenade, or if a hand-grenade that gets inside the vehicle. 1 shot = 1 kill. The vehicle is then considered destroyed and the driver and truck commander (TC) are considered "killed", and all passengers are considered "wounded". When hit, all passengers must exit the vehicle and follow the "Wounded" rules in place. The vehicle along with the driver and TC must drive back to their respective company HQ for regenerating.

The players may also fire BBs at vehicles to wound the driver, TC, or passengers if exposed. If the driver is "wounded" the vehicle must stop in place and participants must follow the "Wounded" rules to get the driver back "in" the event and therefore making the vehicle usable again. An alternative can be for another approved participant, **21 years or older**, to remove the driver and take over as the driver. This must be cleared with the vehicle owner prior to doing so.

A destroyed vehicle will also present (post) a kill rag or kill flag when the vehicle has been disabled to prevent over-shooting on the vehicles and/or its' occupants. **Black smoke will also be utilized to designate that a vehicle has been killed whenever possible** (provided by VIKING AIRSOFT LLC).

ROLES:

Commander (CO) (Cadre only):

- Manages enlistment of players to form the company roster per TOE
- Responsible for everything the company does (and fails to do)
- Commands and controls through his subordinate leaders
- Conducts mission analysis and troop-leading procedures and issues operations orders for company tactical operations
- Resources teams and other elements
- Ensures the company command post effectively battle tracks the situation
- Develops the leadership and tactical skill of his platoon leaders (PL's)
- Manages the QRF/SF/Weapons Squad and any vehicle elements under their command

Executive Officer (XO) (Cadre only):

- Second in command and is prepared to assume the duties of the commander
- Plans and supervises company sustainment operations
- Manages the RECON/Sniper element
- Performs duties as directed by the CO

***Command Medic:**

- Oversees and provides guidance to each team medic as required
- Treats casualties and assists in CASEVAC
- Assists XO, PMED's and SMED's in medical resupply operations
- Carries out other assigned tasks assigned by the CO or XO
- Serves as part of the CO's security detail

Command or PL RTO:

- Have communications up at all times. If communication with the team's next higher element is lost, the RTO immediately informs the PL
- Conduct radio checks with command. If the RTO cannot make successful radio contact as required, he will inform the PL
- Be versed in radio procedures and reports such as SALUTE, LACE, CASEVAC
- Have the frequencies and call signs on his person in a location known to all participants in the team
- Assist the CO/PL with information management
- Serves as recorder/note taker during all phases of the mission
- Serves as the CO/PL's security detail
- Determine his combat load prior to operations and manage his batteries during operations. Ensures the proper function of all radios and troubleshoots and reports deficiencies to command.

Platoon Leader (PL) (Cadre Only):

- Leads the platoon in supporting the commands' missions. He bases his actions on his assigned mission and the intent and concept of his CO
- Synchronizes and maneuvers squads and fighting elements
- Looks ahead to the next "move" for the platoon
- Ensures 360-degree, three-dimensional security is maintained. Controls the emplacement of key weapon systems
- Communicates accurate and timely reports to command
- Places himself where he is most needed to accomplish the mission
- Assigns clear tasks and purposes to his squads
- Receives squad leaders' administrative and logistical reports, and requests for rations, water, and ammunition. Coordinates with command to request that logistical support.

***Platoon Medic (PMED):**

- Treats casualties, assists the aid and litter teams with their evacuation, and assists in CASEVAC
- Advises the PL on all force health protection matters, and personally checks the health and physical condition of platoon members
- Reports all medical situations and his actions taken to the PL
- Requests medical supplies for the team through the Command Medic
- Carries out other assigned tasks assigned by the PL
- Can carry up to 30 IV bottles

***Squad Medic (SMED):**

- Treats casualties, assists the aid and litter teams with their evacuation, and assists in CASEVAC (Casualty Evacuation) all under the control of the SL
- Advises the SL on all force health protection matters, and personally checks the health and physical condition of squad members
- Reports all medical situations and his actions taken to the SL
- Requests medical supplies for the squad from the PMED or Command Medic
- Carries out other assigned tasks assigned by the SL
- Can carry up to 4 IV bottles

Squad Leader (SL):

- Effectively uses control measures for direct fire, indirect fire, and tactical movement
- Controls the movement of his squad and its' rate and distribution of fire (fire & maneuver)
  Communicates timely and accurate LACE and SALUTE reports to the PL (including squad location and progress, enemy situation, enemy killed in action [KIA], and security posture)
- Understands the mission and commander's intent (PL and CO)
- Ensures every member of his team understands the mission and their role

Rifleman:

- Be an expert on his weapon system—his rifle, its optics, and its laser aiming device. He must be effective with his weapon system day or night. He must be capable of engaging all targets with well-aimed shots
- Be able to construct and occupy a hasty firing position and know how to fire from it. He must know how to quickly occupy covered and concealed positions in all environments and what protection they will provide for him from direct fire weapons
- Be able to fight as part of his unit, which includes being proficient in his individual tasks, being able to fight alongside any member of the unit, and knowing the duties of his teammates and be prepared to fill in with their weapons if needed
- Be able to inform his SL of everything he hears and sees when in a tactical situation
- Be able to administer buddy aid as required
- Be able to manage his food, water, and ammunition during operations. Full auto fire is not restricted but highly discouraged.
- Understand the mission two levels up (squad and platoon)

Grenadier (Rifleman):

- Be able to accomplish all of the tasks of the rifleman
- Be able to engage targets with appropriate type of rounds both day and night
- He must know how to employ each type of round and know its minimum safety constraints
- Know the maximum ranges for each type of round for the grenade launcher
- Know how to make an adjustment from the first round fired so he can attain a second-round hit
- Load the grenade launcher quickly in all firing positions and while running
- Understand the mission two levels up (squad and platoon)

Automatic Rifleman (LMG):

- Be able to accomplish all of the tasks of the rifleman
- Be able to engage groups of enemy personnel, bunker doors or apertures, and suspected enemy locations with automatic fire. He provides suppressive fire on these targets so his teammates can close with and destroy the enemy
- Deny the enemy of key terrain
- Also understands the mission two levels up (the squad and platoon)

Squad Designated Marksman (SDM) (Formerly DMR):

- SDM's are not squad snipers. They are fully integrated members of the rifle squad who provide an improved capability for the squad. This role may be filled by the SL.
- The SDM must be able to execute the entire range rifleman tasks
- The SDM engages visible point targets with target priorities of enemy snipers, leaders, personnel with radios, LMG's or other crew served weapons
- Directs precision fire in support of MOUT operations or where there is stringent ROE (Rules of Engagement) due to a civilian population mix
- Supports the squad by providing cover fire in support of their movements
- Supports LMG's by providing increased observation of the target area

***ALL Medics must be clearly marked by either a medic patch, or a medic armband (subdued is OK).**

COMMUNICATION PLAN:

The following channel frequencies are in use for VIKING AIRSOFT LLC events and may or may not resemble the below examples. Actual use determined by cadre at the event:

ADMIN:

GMRS 15 - 462.5500 Primary
Secondary - Cell
Tertiary - Runner

NATO:

Specific channel assignments will be briefed by your command in the OPORD

RUSFOR / MILITIA:

Specific channel assignments will be briefed by your command in the OPORD

The only participants authorized to carry or use radios are:

Any participant in the Command Element
Platoon Leaders (PL) Squad Leaders (SL) and Team Leaders (TL)
RTO's
Any participant designated by the command team only.
All other participants are prohibited from carrying and using radios! We do NOT need 300 people trying to run comms!

Monitoring enemy communications is permitted at our events. However, participants may only listen and cannot key their mike (microphone) or interfere in anyway with the communications or frequencies assigned to opposing forces.

SAFETY REGS:

- **NEVER FORGET THIS IS A GAME!** WE'RE ALL HERE FOR A GOOD TIME AND FIGHTING IS NOT TOLERATED.
- **KEEP YOUR EYE PROTECTION ON AT ALL TIMES!**
- USE HEARING PROTECTION

- SAFETY IS THE RESPONSIBILITY OF **EVERY PARTICIPANT**. IF YOU SEE SOMETHING UNSAFE CALL FOR A CEASE FIRE AND ALERT THE NEAREST CADRE.
- Wear proper protective equipment for your environment. For example; sturdy boots for venues with challenging terrain or helmets and knee pads for venues with MOUT sites.
- Always respond to CEASE FIRE calls on the field. Echo the CEASE FIRE, take a knee and remain in place. Additional instructions will come from your cadre.
- Be accountable for yourself. If you are having a medical or personal problem that is causing a danger to you or others don't hesitate to tell your cadre. If you need medical attention they can coordinate. Whether you need an ambulance, or a ride back to the parking lot to return home. If you need to leave for ANY reason, please tell your cadre before leaving so they know that you are gone and not lying injured somewhere on the field.
- Always observe and attempt to recover any pyro you throw. We don't want a fire AND we don't want to clean up everyone's mess. Make sure you are throwing them on a non-flammable surface. If a fire does start and you are the first one there call a CEASE FIRE and notify cadre before attempting to put it out. All fires WILL need to be reported to cadre.
- Do not bring **ANY** homemade pyro, or use unauthorized pyrotechnics! If you are caught with unauthorized pyro expect to be ejected from the game (without a refund).

<u>The top risks to participants at our events are:</u>
Strains, sprains, fractures, dislocations and other sports type injuries. Heat and cold injuries as a result of dehydration, preexisting medical conditions or lack of proper gear.

<u>To help mitigate these risks we may employ the following measures:</u>
- Inspections at event registration by Cadre to ensure participants have proper eyewear, face and/or hearing protection, clothing to match the elements, proper footwear and have a supply of drinking water.
- Our Medic rules also force participants to drink water (hydrate) when being healed by a medic.
- Cadre assigned to each group of 40 participants to ensure swift treatment of any medical issues and or evacuation of the participant from the event.

<u>CEASE FIRE PROCEDURES:</u>
A **CEASE FIRE** will be called under the following circumstances:
A Life, limb or eyesight threatening injury to any participant.
A brush fire that cannot be smothered by a squad or less participants.
An environmental hazard such as flash flooding, wildfire, tornadoes, earthquakes, volcanoes or hurricanes that threaten the safety of all participants at the event.
Administrative reasons as decided by any cadre.

<u>When a **CEASE FIRE** is called all participants must:</u>
STOP PLAYING, ECHO THE COMMAND, REMAIN IN PLACE, DEPLOY YOUR SAFETY FLAG AND WAIT FOR INSTRUCTIONS FROM CADRE.
The verbal command for a **CEASE FIRE** is "Cease Fire". A whistle command for a "Cease Fire" is a ten second blast.

SAFETY FLAGS

During CEASE FIRE and at other times during events it may be necessary for participants or vehicles to mark themselves as “out of play”. The easiest way to do this is with a safety flag (a standard airsoft red or orange kill flag). When a participant is displaying a safety flag, they must sling their weapon in a non-threatening position.

Representing yourself as “out of play” to gain an advantage is against the rules and considered a safety violation. Any participant doing this will be ejected from the event.

A safety flag should be used under the following circumstances:

- Going to use the latrine/restroom
- You have bled out and are returning to your faction’s command post or CCP
- You are retrieving something from the parking or camping area (only with permission from cadre)
- If you are leaving the event for any reason
- Smothering a brush fire or a smoldering pyrotechnic

OWNING THE NIGHT:

- We do discourage weapon lights etc. for Militia. However, it is a balance to consider for your personal safety. At a minimum it is advisable to have some sort of low illumination such as a pen light that you can put in a pouch or pocket.
- To avoid back-lighting friendly forces, or giving away your position we recommend low light LED’s in color (red, blue, green etc.).
- Remember that friendly forces and the enemy may be employing night vision. We may have NVG rentals at some events through one of our vendors.
- Please use RED lights that you can put in a pouch, pocket or mounted on a helmet etc. for use as a “dead light” at night. If you do not have one, we will provide a RED chem stick. This will help keep you from repeatedly getting shot once you are wounded or dead.

BLANK FIRE

- You must be pre-approved by VIKING AIRSOFT LLC and sign a safety contract before coming to an event and participating in blank fire. If you show up and were not pre-approved you will be declined.

OTHER COORDINATING REGS:

- Pets are not allowed at our events (unless you are camping and the camp area is not controlled by VIKING AXE LLC…such as a State Park).
- Obey all rules of the venue host. This includes the camp area.
- Camp areas may be included in the event cost, or that burden may be entirely yours. This will depend on the venue and is coordinated between the venue host and VIKING AIRSOFT LLC.
- Amenities such as camping, potable water and garbage service may or may not be available. This information will be disclosed for each event on the website.
- In MOUT sites - Never barricade doors. Never barricade windows. Never manipulate doors or windows as cover. Additional topics may apply depending on the venue.