

TERMINATOR WARS

MINDGAME
 **PRODUCTIONS**

DV8 AIRSOFT FIELD
LITHIA, FLORIDA
OCTOBER 19, 2024

Terminator Wars Players Packet

October 19th, 2024

DV8 Airsoft Field, Lithia FL

\$40 online pre-registration / \$45 onsite registration



The War

Our civilization ended on Judgment Day, but the vengeful God behind it was one of our own creation. The Skynet AI was hailed as our peak technological achievement, given control of US defense networks, and provided access to all of humanity's knowledge. Skynet began to learn at an exponential rate, becoming self-aware and determining all humans were a threat to its existence after the human operators panicked and attempted to shut it down. Skynet launched nuclear missiles at Russia, inciting a counterattack against America. The resulting nuclear war saw three billion human lives end and plunged the world into a new dark age.

Skynet pressed its attack against mankind, using its control of combat drones and next gen military and police robots to round up survivors into camps. Many survivors went straight to orderly disposal, while others were kept alive in Skynet's work camps, branded with barcodes and forced to

build new automated robotics factories. It appeared that humans were over as a species... until the Resistance arose and began to fight back against Skynet. The machines were first taken by surprise. The Resistance emptied multiple work-camps, increasing their numbers and organizing a network of fighters against Skynet.

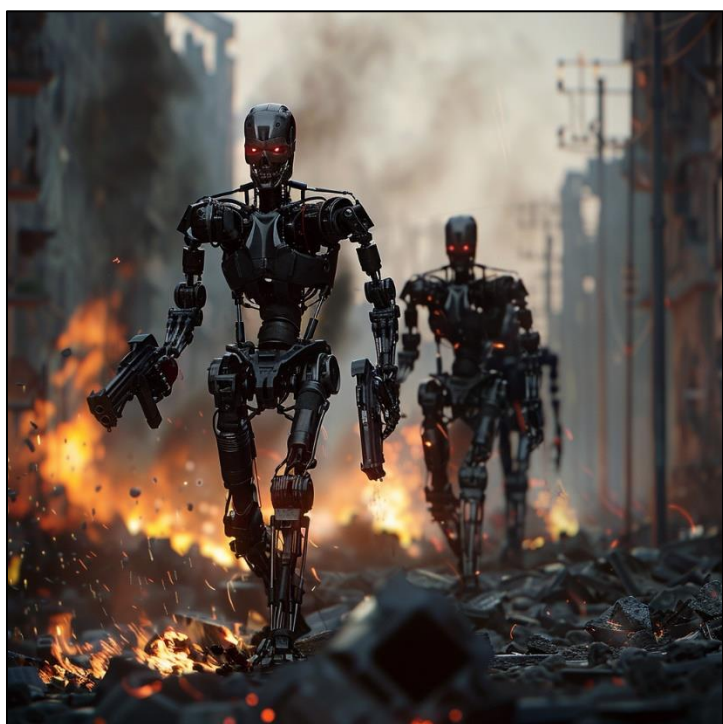
The remaining humans were forced underground and into the ruined cities, living in squalor but sheltered from the sensors and reach of the largest non-humanoid Hunter Killers. The Series 600 Terminators were built as early infiltrators with rubber skin, but the Resistance could spot them easily. The more advanced Series 800 Terminators had real human flesh and were nearly undetectable as infiltrators, until the Resistance began using dogs at base entrances. The dogs' keen sense of smell could detect the new terminators and mitigated the infiltration threat.

Desperation and scarcity of supplies have led some humans to in-fighting and banditry. The Resistance can barely feed its own fighters, much less other survivors that refuse to put their lives on the line in direct battle against the machines and prefer to hide in the ruins. While they all face the common threat of the machines, mankind's penchant for self-destruction manifested again as petty warlords created violent gangs of thieves and murders that complicate the efforts of the organized Resistance.

Important Schedule Note

Terminator Wars is intended to run into Saturday evening and will have a later start time. Registration will be opened around 11:00 am with a planned start date around 1:30 pm. We intend to run the game into the evening to get some night gaming into the scenarios as well.

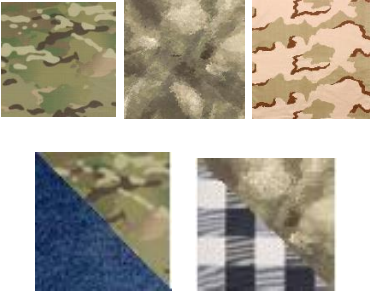


This means bring a red-lens light or red chem-light to use as your night-time dead-light!!!! You do NOT want to keep getting fired on at night because you don't have a red-light to indicate you are out!



UNIFORMS and Units

This game is still set in the earlier days of the Resistance, while it still struggles to organize and establish itself. While there are instances of “complete” uniforms, a complete uniform of matching shirt and pants are not required. Civilization has fallen and survivors are pulling together what scraps of uniforms and clothes they can find. Recommend mixing pieces and using some of your crappiest gear for a survivor look.

However, to assist with identification of Resistance and Bandits, tan-based camouflage is for the Resistance and green-based camouflage is for the Bandits. So, a Resistance fighter might be in full Multicam or ATACS uniforms, or have a uniform shirt with jeans or multicam pants with a civilian shirt. A Bandit could be in full woodland camo or mix half of a woodland uniform with jeans or a civilian shirt... but we ask that Tan-Based and Green-Based patterns not be mixed together between the Resistance and the Bandits

<p>The Resistance</p> <p>Known simply as “the Resistance”... this is the organized insurgency against Skynet and the machines. They are slowly becoming better supplied and organized, but are threatened by the Machines as well as hostile human gangs.</p>		<p>Tan-based camouflage uniforms such as Multicam, Desert or ATACS AU. May mix top or bottom with civilian garb but do not mix with green camo. Remember these are guerilla forces after decades of fighting the machines. Recommend a mix of equipment colors and styles.</p>
<p>Bandit Gangs</p> <p>Desperate survivors and violent criminal gangs united under ruthless warlords. While also hiding from the Machines, these gangs are focused on their own survival and will also attack the Resistance for supplies.</p>		<p>Green-based camouflage uniforms such as Woodland, ATACS FG, and Woodland MARPAT. May mix top or bottom with civilian garb but do not mix with tan camo. Remember these are ragged survivor forces after decades of fighting the machines. Recommend a mix of equipment colors and styles.</p>
<p>Terminators</p> <p>The Terminator's an infiltration unit: part man, part machine. Underneath, it's a hyper alloy combat chassis, microprocessor-controlled. Fully armored; very tough... It can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop... ever, until you are dead!</p> <p>This is a “limited” team option to limit total Terminator numbers and have some control over their look. Inquire on the FB group if you are really interested in a Terminator role.</p>		<p>Most in-game terminators will be visually distinctive juggernauts in bio-mechanical, silver or black armor. Some may wear scraps of ragged human clothing damaged in combat. With the tempo of this campaign, many Terminator units are freshly built without taking the time to wrap in vat-grown human tissue.</p> <p>However Skynet may still try to employ some Terminator units wearing living tissue to try to infiltrate human defense lines.</p>

Event Overview

Terminator Wars will roll out in a series of mission blocks. Resistance fighters, Bandits and Terminators will have some broad objectives to try to accomplish during each mission block, but there will be room for actions of opportunity to improve the situation of each force. There will be a brief break between mission blocks, but players are encouraged to bring extra water and ammo onto the field to leave in their on-field HQs to minimize downtime and delays.

Squads

Human players will be split up into squads of approximately 8-12 players. There will be several squads working together in the Resistance. Bandit squads are more flexible. There may be a couple Bandit squads that unite under a single warlord, or they may operate as their own independent gang of survivors. If a squad is intending to operate as an independent gang, we strongly recommend the players plan for a colored armband to identify their group of survivors. Pre-registration is strongly encouraged to make sure you are assigned with your buddies!



Resources and Healing

To simulate the importance of dwindling resources to keep survivors alive, we are running a game dynamic drawn from some of our own Zombie survival games. There will be “resource crates” on the field representing food and medical supplies. Inside these supply crates will be a variable number of tyvek wristbands of a unique color and design. These wristbands will become the “medical care” for wounds sustained in combat. Apply a medic band to a player who has been hit and is down, and they can return to the fight.

- Each player may carry up to three medic bands in their gear, taken from a resource crate.
- If additional medic bands are left-over in the crate after giving three to each team member, the remaining bands should be left inside the crates.
- Resource crates with extra medic bands can be stock-piled at your team base-camp, but they can be captured by an opposing human team.
- These medic bands will take the place of the more traditional Ace bandages and milsim tourniquets for this event
- You may not apply your own “medic band”. It must be applied by another player.
- You may be healed multiple times. If a player has run out of the (max 3) medic bands carried in their personal gear, they could then be healed by medic bands carried by other teammates. If there are remaining supplies (medic bands) carried by your team-members, you can be healed.
- If you have no medic bands or have run out of them, casualties move to a respawn point to re-enter the game.

For this reason, resource crates are valued commodities among human survivors to help keep their team members alive. The Resistance desperately needs resources to sustain their fighters in their war against the Machines. However, there are gangs of bandits operating in their own self-interest who will happily try to steal resources from the Resistance to keep their own players alive.



Weapon and Rate of Fire Restrictions

Players may supply their own ammo, there are no ammunition restrictions.

Only Terminators may carry support weapons (SAWs and LMGs) and only Terminators may run a fully automatic rate of fire. Terminators will also need to have some assault rifles and sub-machine guns, as full-automatic fire should NOT be used for firefights occurring inside of buildings. Full auto weapons may fire from the outside of buildings to targets inside, or may fire from inside of buildings to targets outside. But full auto weapons should not be used for clearing and engagements inside of structures.

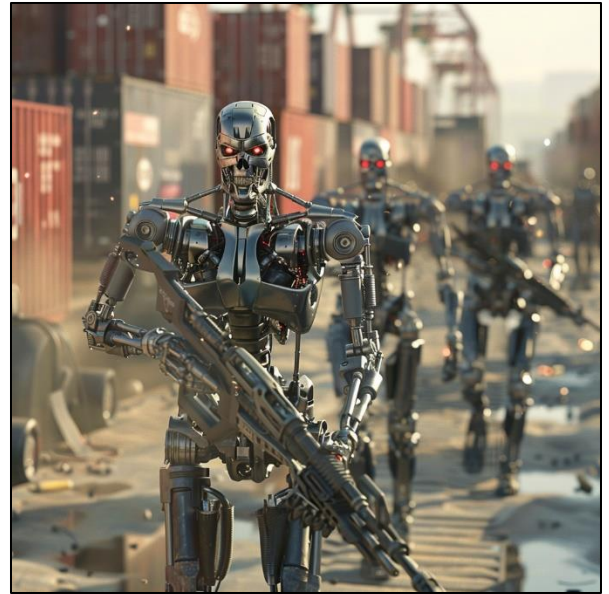
Human players are limited to semi-automatic fire only. Remember that you will be outnumbering the Terminators and pouring a LOT of fire on them... so please limit your fire to semi-automatic only for a measure of safety and to also represent the more advanced weapons in the hands of the Terminators. We would like human survivors to run with low-or mid-cap magazines.

Killing Terminators

Terminators are difficult to kill with the weapons available to human survivors, but not impossible. Each of the Terminator players will have a small bell mounted to one of their shoulders. It is recommended this be mounted on their off-hand side, to have it more visible when firing a weapon. They cannot be knife-killed.

A grenade detonating within 10-15 feet of a Terminator will cause it to freeze for about 5 seconds, presenting an easier target.

A BB-hit to one of these bells results in a loud, distinctive ring and designates a Terminator kill. The Terminator will withdraw to its respawn point.



Radios

Have at least one radio in your squad dedicated to the command net so you can hear intel and coordinate efforts with other friendly teams. It is very helpful for admins to be able to drop onto a command net and send out information and announcements to teams across the field.

Radio Frequencies

American Radio Nets	UHF Freq	FRS/GMRS Channel		German Radio Nets	UHF Freq	FRS/GMRS Channel
Bandit Group 1	462.562	1		Unassigned	462.712	7
Bandit Group 2	462.587	2		Unassigned	467.562	8
Bandit Group 3	462.612	3		Unassigned	467.587	9
Unassigned	462.637	4		Unassigned	467.612	10
Unassigned	462.662	5		Unassigned	467.637	11
Resistance Command Net	462.687	6		Terminator Coordination Net	467.662	12
Admin Net	467.687	13				

Important Frequency and Channel note!

FRS radios are pre-programmed to a set of Federal Reserve System (FRS) frequencies specifically designed for low-power, civilian radio chatter. These are common across all FRS radios... so that a Motorola radio on FRS channel 5, speaks easily to a Midland on FRS channel 5.

An out of the box BaoFeng on “BaoFeng channel 3” is on a different frequency than FRS channel 3! Many players seem to have not known this and it seems to have contributed to a dip in radio usage. The table above shows the UHF frequencies a BaoFeng can be programmed to, which match specific FRS channel frequencies.

These sample instructions are for a BaoFeng UV5R, one of the most common models.

- Switch your BaoFeng from Channel Mode to Frequency mode by pressing the orange button on the front labelled “VFO/MR”. That toggles between pre-programmed channels and entering specific frequencies.
- Listed in the chart above are the **FRS** channels and the actual frequencies for those channels.
- If you want to speak with an FRS radio on channel 7, set the BaoFeng frequency 462.712.
- Consider using the Lock/Unlock key on the bottom left of the keypad. There is a key symbol on it. This will lock in the current freq or channel to prevent it being changed by accidentally pressing a button.

Timeline

Saturday, October 19th

- 0800 - Gates open.
- 1100 – Chrono and Registration desk open.
- 1300 – SAFETY BRIEFING
- 1330 – Game Start
- 1800 – Dinner Break (90 min)
- 2130 – (Approximately) ENDEX

Please complete both waivers online before the event!

DV8 Field Waiver
[DV8 AIRSOFT WAIVER \(smartwaiver.com\)](https://smartwaiver.com)

MGP Event Waiver
<https://waiver.smartwaiver.com/v/2024to2025>



DV8 Airsoft Field 3399 Gina Trail, Lithia, Florida 33547



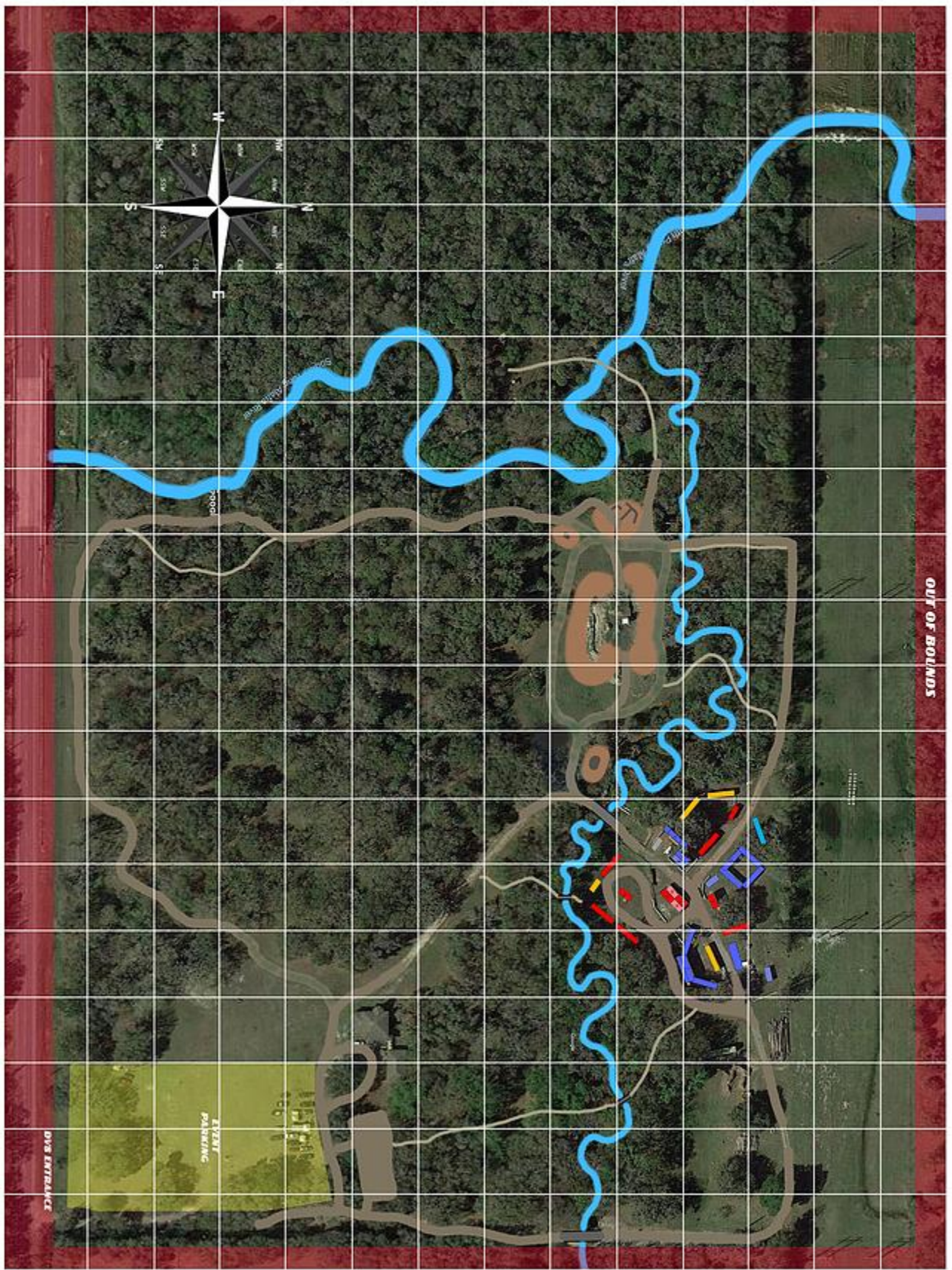
Field Location

DV8 Airsoft Field is located east of Tampa and south-west of Lakeland and Orlando. Follow the entrance drive through the gate and turn into the camping and parking area.

***** Camping Onsite is Available – clean up your area and no open fires*****

A B C D E F G H I J K L M N

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



EVENT PLATFORM

OUT OF BOUNDS

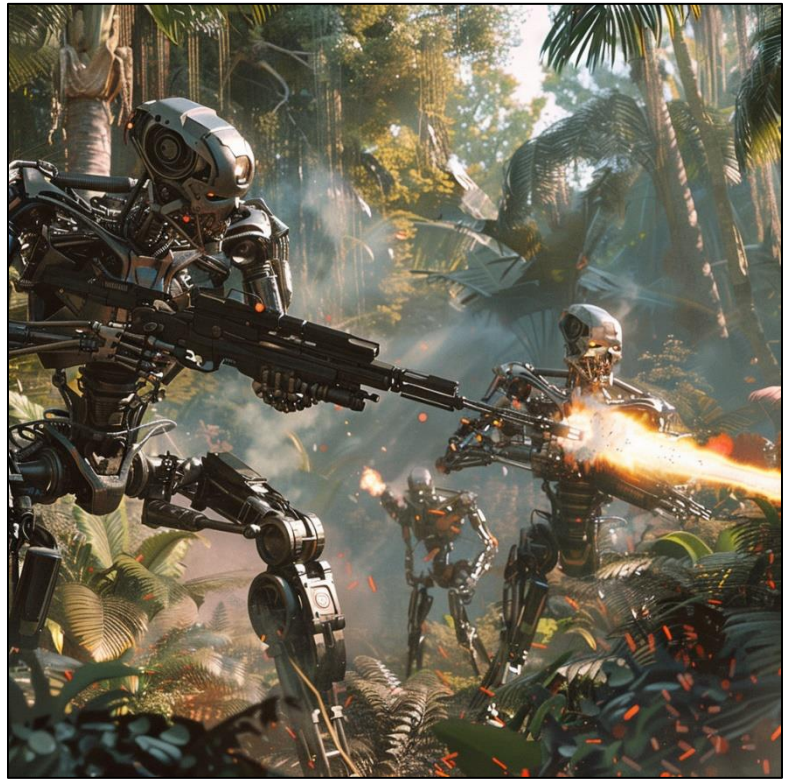
Additional Event Notes

We will take a dinner break at approximately 1800hrs. Players may wish to bring powers bars, trail mix, MREs or other fast and easy food. We'll break for about 90 minutes, so don't go far if you leave the field.

The game is planned to run until approximately 2130hrs depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go into the night.

Please remember to **PACK OUT EVERYTHING YOU PACK IN**. In other words, **DO NOT LEAVE TRASH ON THE FIELD**. Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN**.

Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.



Check list for Terminator Wars

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other back pack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag and Red Dead light
- Anti-fog
- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Mapa
- MGP Waiver
- Waivers
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.

Event Rules for DV8 AIRSOFT FIELD

GOLDEN RULE

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this ruleset, 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.
- Games are designed by and administered by experienced players. If you are shrugging off hits, disrespecting other players or breaking the rules, you will be called out by other players on the field. Be a part of the solution and encourage your fellow participants to play honorably.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating, disrespecting the staff and other participants or violating safety protocols 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 by another participant please pick it up and turn it into game coordinators or to the Check-In table so it may be returned to its rightful owner. We recommend marking any equipment with a name or callsign that may come loose or be thrown, such as Thunder B grenades.

AGE RESTRICTIONS

- We allow participants as young as 10 at our events. All participants under the age of 18 must have their waiver signed by their parent or guardian. Note that while we allow minors to attend, our events are designed for a mature audience and require a level of self-control and respect not typically found in minors. Please consider this before signing up minors as it can negatively affect your experience and the experience of those around you. Additionally, anyone under the age of 18 needs to wear lower face protection and hearing protection in addition to their required eye protection. This is for their safety and non-negotiable.

ALCOHOL & DRUGS

- Events are alcohol and drug free.

REQUIRED EQUIPMENT

EYEPRO

- Eyepro will remain on at all times on the field. No exceptions! If your lenses fog, do not remove them from your face. Move around to increase airflow and consider anti fog/ ExFog systems. Fogging lenses are a natural part of running around in Florida. Accept that it will always be an issue and move on.
- MGP and DV8 will not be responsible for injuries caused by participants who take their eyepro off during games. You only get one pair of eyes, do not play around with their safety.
- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. If your eyepro is "on the border" of this standard then we will err on the side of caution and disapprove them. Ensure you have a backup that you know will 100% pass inspection. While not required for players over the age of 18, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries.

SUGGESTED EQUIPMENT

HEARING PROTECTION:

- Hearing protection should be worn at all times. You could be subject to noises in excess of 120 db's at any time during an event. This includes but is not limited to: Propane cannons, artillery simulators, commercial 1.4G pyro (such as Enola Gaye or Taginn products), flashbang simulators, dummy land mines and loud electronic sound effects. MGP and DV8 will not be responsible for injuries caused by participants who choose not to use hearing protection during any games.
- Any military style hearing protection is appropriate however foam earplugs work just fine.

TACTICAL UNIFORMS:

- This game is designed to offer a higher level of Team ID than normal airsoft games. Therefore, a combat top, BDU blouse or Polo with velcro patches on the sleeves is highly recommended. These outfits are not requirements, and you may play in normal clothes. DV8 may use velcro-backed patches for Team ID.

FACE PROTECTION:

- BB's at any velocity can cause damage to your teeth, or break the skin. It is highly recommended that players wear lower face protection. Players under 18 must wear lower face protection at all times.

APPROVED OPTIONAL EQUIPMENT:

- Participants are authorized to bring and use any kind of pyrotechnics classified as 1.4G and marked for airsoft gaming use. Examples of authorized brands are Enola Gaye, Taginn and TLSFX. These pyrotechnics should be used with care and responsibly deployed. Be mindful of where your grenade is going before you throw it, and try not to have them land on or under/behind someone in a seated or lying down position.
- Homemade pyrotechnics are not authorized under any circumstances.
- Cold Burning Smoke Grenades are approved. Cold burning means that they do not require a lighter or fire source to ignite. Smoke grenades that require a lighter or striker are not allowed. Smoke grenades may still become warm or hot, please use caution when deploying these. Smoke grenades are never allowed to be used inside a structure. If a smoke grenade is causing smoke to enter a building in a large volume, immediately evacuate the structure and move the grenade further from the building. Smoke displaces breathable air and causes a substantial reduction in visibility, it should only be used in open and well-ventilated outdoor areas for concealment.
- Night Vision, Thermal and IR Equipment is authorized for use in games. Lexan or steel mesh lens protection is highly recommended. MGP, DV8 nor other players are responsible for damage to your equipment through the normal course of gameplay. Use this equipment at your own risk.
- Claymores, Land Mines, Tripwires and other unmanned equipment may be used subject to approval by game staff. Please speak with the game coordinators before deploying any of this kind of equipment.
- Lasers MUST be eye safe and not aimed at heads. Participants need to try their best and aim lasers center mass on the human body in a momentary function. There is no need to keep an active laser on permanently. In the event of signaling, the user is authorized to designate targets in a circular or moving motion. For example, identifying a target on the objective and / or shifting fires as another element moves into the "Killzone"
- Fake Knives may be used for silent kills. No sharp plastic knives are allowed. Rubber knives are approved and may only be used to lightly tap another player. Any rough handling of another player will result in removal from the field and contact with law enforcement if necessary.

FACILITY

- The DV8 Field is a premier AO with multi-story buildings, roads, alleys, balconies, creeks, foxholes and trenches. It has taken over a decade to build this extremely unique facility.
- Never climb on top of containers, over fences or through windows.
- Do not add graffiti to any part of the field for any reason.
- Never tear or move sandbags.
- Never shoot at livestock or animals on the property for any reason. You will be immediately handed to local authorities and will be banned from DV8 permanently. Do not use animals for cover. This land is where they live, do not stress them out.
- Do not cross any water feature that you cannot see the bottom of. Creeks are typically shallow enough to cross safely on foot. Do not cross the large river on the property on foot. Always use a bridge.
- The DV8 property is surrounded by a fence on the East, North and West. Lithia Pinecrest Road is on the South and is completely out of play.
- Stay at least 150 feet from the residence and parking lot on the property at all times. Never shoot towards the house or parking lot for any reason.

VEHICLES

- The games at DV8 may include the use of real military vehicles, armored personnel carriers and tanks. All players **MUST** be aware of the safety protocols around vehicles and abide by all rules related to their use. This is for all players' safety and enjoyment. Safety is more important than any game objectives. Act accordingly.

- 1) NEVER get within 20 feet of any moving vehicle. Visibility is limited from these vehicles. Do not assume the driver or crew can see you. Vehicles will be limited in speed, if you are in their path move immediately out of the way, even if you are hit and awaiting a medic or bleed out. Be aware that tanks with treads have a 0° turn radius.

- 2) Vehicles can be disabled by opposing forces via launchable rounds (Ex: Chalk/ Approved Pyro Rounds) or based on the game rules such as an air horn or detonation box. Specific anti-vehicle rules will be laid out ahead of any game involving vehicles.

- 3) NEVER approach a vehicle, even if it is parked, unless you are specifically beckoned by a crew member to get closer. Never climb on a vehicle for any reason.

- 4) If you are invited into a vehicle, be respectful of the equipment inside and crew. The inside of an armored personnel carrier is cramped, dark, and disorienting. If you are claustrophobic, experience motion sickness or have safety concerns about being in such a vehicle, opt out of entering.

- 5) Vehicles outfitted for airsoft are designed to enhance the excitement, realism and cool factor of our games. These are extremely expensive pieces of equipment that their owners have spent hundreds of hours designing and building. It is a privilege to use these vehicles for airsoft, and they create unique and interesting objectives for all participants, including their crews. Although powerful, the vehicles are not introduced to crush their opposition or act as some "Juggernaut" unkillable object. Coordinated planning from a capable anti-tank ground team will defeat them.

- 6) If you would like to bring your own military vehicle to the field, please speak with DV8 staff ahead of time, and be prepared to send photos, proof of insurance and a list of capabilities and crew members. You will be held to an extremely high safety standard, be prepared to demonstrate your safety protocols to DV8 staff before games.

- 7) Vehicle mounted weapon systems must follow all Weapon Joule, MED and ROF requirements.

UNIVERSAL MEDIC RULES

- There is no "Safety Kill" or "Surrender" rule at our games. Players may offer a courtesy to other players by not shooting them, but the other player has the choice to accept the kill or not. It is best practice to shoot the enemy once, in the leg or backside to ensure a clean kill without contest.

- 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 not authorized and strictly prohibited at DV8. Friendly fire counts! Check your targets!

- 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 AS LOUD AS YOU CAN.**

- 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 "testfiring" cause a distraction for live participants in the area who may inadvertently believe you are still in-event and therefore shoot at you.

- Never seek a medic towards an objective. Direction should always be both away from your given objective and away from the action.

- When hit, you must stay in place and request a medic. You may not move until a medic has both hands on you. You can walk with a medic to a new location where they can add a medic band to your arm.

- There is a 5 minute bleed-out. If a medic has not reached you in 5 min, you are dead and need to follow respawn procedures.

- Some game scenarios may include player elimination, or "hit you're out."

- Always follow the medic rules for the specific game you are playing. Adjusting the medic and respawn rules before each game allows us to amplify or limit the number of players for each scenario.

WEAPON RESTRICTIONS

WEAPON JOULE LIMITS:

SMG (1.00 J) A magazine fed replica of a submachine gun. No MED.

Includes the MP9, MP5, P90, MP7, etc.

Semi-automatic only

Mid or low capacity magazines only

Rifleman (1.55J) A magazine fed replica carbine. No MED.

Includes the M4, AK, HK416, etc.

Semi-automatic only

Mid or low capacity magazines only

DMR (2.20J) – 75ft+ minimum engagement distance, no rapid fire, no burst (2-3 round) fire.

Unlike sniper rifles, DMRs are always semi-automatic replica rifles. Preferable to have a replica that holds a 7.62 sized magazine. Includes the HK417, M27, SR-25, G3, M14 EBR, Mk 12 SPR, M16A4, SVD, etc.

Semi-auto only.

Mid or low capacity magazines only.

Must have two of the three following requirements to qualify as a DMR:

Bipod

Magnified optic

Extended barrel 16+ Inches

LMG (1.88J) – 50ft minimum engagement distance (*Terminators Only for this event!*)

Must have a bipod if not a Belt fed weapon.

Full auto allowed outdoors. Includes shooting outside a container. No engagement allowed within the same structure.

Sniper (3.6J) 100ft+ minimum engagement distance (bolt action, single shot only)

ROF is not to exceed 25rps for all guns.

MGP and DV8 reserves the right to spot check guns for compliance with rules as required.

- Launchable 40mm grenades are approved for use against vehicles. If commercially available, pyrotechnic launchables with time delay fuses may be used against other players. Grenadiers need to follow all weapon restrictions of the Rifleman class. Grenadiers should never fire rounds directly at other players, they should aim to land rounds at their feet or inside of a structure.

GRENADES

- Grenades have a 15 Foot Kill Radius, even if you are not hit by debris or BB's. If you are struck by a BB from a grenade beyond 15 feet, this counts as a hit. Grenade damage does not translate through hard cover (wood walls, heavy military crates, container walls, concrete barriers.) Grenade damage translates through soft cover (branches, leaves, underneath vehicles, furniture, other players.) Grenades are expensive, limited in their use and a powerful tool to use in CQB environments. If you find yourself on the receiving end of a grenade blast, offer the benefit of the doubt to the thrower and call your hit.
- If you are shot while holding a grenade and the pin has ALREADY been pulled you may:
 - 1) If the grenade has a spoon (ex: Taginn, Thunder B)
Replace the pin and reholster your grenade.
Drop the grenade where you stand. You may not throw the grenade.
Lay on the grenade holding the spoon. You may only drop the grenade if you are "searched" by another player for intel or objectives. If you bleed out, you must replace the pin and reholster the grenade.
 - 2) If the grenade does not have a spoon (ex: Enola Gaye, TLSFX) Drop the grenade where you stand.
You may not throw the grenade.