

B01's WOUNDED RULE 2003

Green Mountain
RANGERS



Further, Faster, Stronger!

BO's WOUNDED RULE

Hey Troop

This rule for getting hit when playing Airsoft games is designed to keep the flow of battle moving, teams together, give incentive for teamwork, and stop cheating by giving every man a second chance to get back in the game instead of heading right back to the respond area.

Basically when you are hit you are wounded for 10 min. If the ten min runs out without a team mate rescuing you your dead. If someone rescues you your back in the game after your ten min is up. Its that simple.

Section I. GETTING HIT

Any plastic pellet fired from an Airsoft model that hits a player, his gun, his gear, during game play is considered a hit.

When a player is hit the player must immediately call "hit" loudly and repeatedly and must immediately lie down. The player is now considered "wounded".

The wounded player should be mindful of safety and may move to a protective position slightly out of the line of fire to lie down with their back to the aggressors if they choose.

For their safety a wounded player may move completely out of the way and/or find cover and lie down if they are caught in a heavy firefight of fire of live players.

The wounded player must place a white sock on the barrel of their Airsoft model to visibly display their wounded status. The Airsoft model should be held with the white sock covered barrel in the air to allow any operators in visual range to see their wounded status.

Once the wounded player has secured their safety and has placed the white sock over their barrel they have ten minutes of wounded time until they are dead.

The player should start his timer and must call out call out the minutes, at the start of each minute, as they elapse. Starting with ten and count down to one.

Wounded players can speak freely to anyone on the field. Examples: his teammates about the enemy positions, calling out "Medic", "I need help", yell, scream.

A wounded player cannot fire his weapon.

Additional hits to the wounded player will not "kill" the person they are considered an object on the playing field.

Any player outside the field boundaries during game play will be considered wounded. They must move back inside the area of operations and begin the procedure for getting hit (white sock / timer).

Section 2. KILLED IN ACTION

When a player's ten minute wounded time runs out they are considered dead / "killed in action" / KIA.

If a live enemy player advances on a wounded player he may render the wounded man KIA before the wounded man's wounded time is over by honorably offering a hand shake.

If a player becomes a KIA they must announce loudly and repeatedly "I'm dead." "Killed in Action!" or "KIA! KIA!" so that other players are aware of the dead mans status.

KIAs are required to return immediately to the respond area and must announce their death and give their player number to a designated official.

KIAs must keep their whit sock on their Airsoft model prominently displayed as they travel back to the respond area. KIAs are warned that if they do not prominently display their white sock covered Airsoft model they risk being shot by live players.

KIAs may not talk to other players.

Section 3. RESCUED

A wounded man may be rescued by a team member if they have not become a KIA.

A wounded man's team mate must physically touch the wounded man for them to be considered "rescued".

Any physical contact is acceptable. At this point the wounded man is considered part of the rescuer's gear and, as long as physical contact is maintained, the wounded man is free to move with the rescuer.

The rescuer must maintain contact for the remainder of the wounded time. Once a wounded man is rescued they no longer have to announce their remaining wounded time on the minute.

A rescuer may only rescue one wounded person.

You cannot transfer possession of a wounded person.

The rescuer can still fight, shoot, move, etc.

The wounded man may not fire their weapon until the time penalty has elapsed.

Once the wounded time is over, the wounded man becomes a fully active participant in the exercise.

If a player rescuing another player is hit, or the player they are rescuing while in their possession is hit, the rescuer becomes wounded as well.

The rescuer starts the procedure for getting hit (white sock / timer).

The wounded man does not restart his wounded time.