



GUN GAMERS

**Gun Gamers Productions
Role Playing Game Ruleset
First Edition**

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FOR PUBLIC RELEASE

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Setting The Scene...



While the war between The Almyrk Republic and Kingdom Of Gojyria grinds on, citizens outside combat zones try to carry on life as usual. Businesses open their doors, citizens go about their lives, police enforce the law, and politicians keep the local governments turning. The Isle of Skjult has never truly known peace, its people have quickly re-adjusted to living under the shadow of war. Perhaps none have adjusted quite so well as the international corporations who struck deals with the politicians to extract the island's wealth of resources in exchange for capital to support the war effort. Such lucrative commerce and backroom deals naturally attracted criminal elements seeking to line their own pockets and jockey for top spot in the underworld.

These disparate groups with their own means, motives, and ends struggle under the thumb of their nation's governments. The Kingdom of Gojyria to the southwest is a long running dynastic monarchy with a highly rigid social structure. Small numbers of wealthy landowners hold all voting power for Parliamentary representation while the rest of the population labors, hoping to one day buy their own way into power. Very few will ever achieve this dream. To the northeast, the Almyrk Republic's first generation of idealistic revolutionaries are dying out and its unstable democracy has quickly invited corruption. Extreme laissez-faire economic policy paves the way to profiteering in a race to accumulate wealth while it's there for the taking.

This is the world you step into with Gun Gamers Productions Role Playing Games. As a player, you choose who you are and what you stand for. Be a business owner, a laborer, a criminal, a cop, an honest citizen, an outlaw...

Welcome to Skjult.

The GGP Role Playing Game Format

Gun Gamers Productions Role Playing Games (RPGs) are two day immersive role play focused events with our airsoft rules serving as the basis for systemizing combat. Players will sign up for either a "Citizen" or "Police" character slot when they buy tickets. Citizens are free to be civilians, criminals, business owners or other members of the larger general population. Police are players who sign up to role play as militarized law enforcement, working within a chain of command to carry out duties and missions.

Gun Gamers Productions Role Playing Games feature an in-game economy using local currency, player goods, ammunition, and in-game resources as trade items. Citizens may freely engage in trade at any time for any purpose. Citizens may also steal local currency, ammunition not loaded into magazines, and any in-game resources marked with the Gun Gamers logo at any time, though such action is likely to start a fight or attract Police attention! Citizens may use free trade, labor, guile, fieldcraft, or combat to acquire and protect these items as they see fit.

Citizens can bring any items to trade (other than ammunition, drugs, and alcohol). This includes food, services, craft goods, or even weapons. Citizens with goods and services to trade may apply ahead of game day to set up trading posts, storefronts, or other in-game businesses to engage with the local economy and accrue in-game resources. The application procedure for each game will be in the Event Primer. In-game currency may be exchanged for goods, services, or ammunition, making economic trade the best way to acquire resources for many Citizens. Businesses may charge real world currency for items (aside from game items), but all transactions must involve the exchange of in-game currency.

Another way for Citizens to acquire resources and engage with the game is to work with a Faction. Faction Leaders will be embedded within the Citizen population and attempt to recruit players to their own ends using resources and role play. How players engage with Factions is entirely up to them.

To counter the criminal element and keep order, sworn Police officers patrol the streets. Police work within a chain of command to enforce the will of the local Government faction and Chief of Police. Police will also be responsible for jailing offenders, conducting raids, hunting down outlaws, guarding VIPs, securing restricted areas, and other direct action operations as they arise. Police who dishonor their oath of service or kill civilians needlessly risk losing weapons rights, being fired from the force, or being branded outlaws and dealt with accordingly.

The goal of Gun Gamers Productions Role Playing Games is to create a living world where players navigate challenges by playing within the spirit of the game true to the character they choose to play as. When in doubt, be a good improviser and roll with the punches. All outcomes are valid and can lead to new and exciting gameplay scenarios as they unfold.

Our RPG events run continuously from "Game On" to "Game Over," and players who choose to remain in play areas at night must keep eye protection on at all times. All players in play areas may be engaged in combat or role play at any time, and this includes designated "Residential Areas." There will be safe areas where players may sleep completely out of play, but all airsoft equipment and in-game items must remain outside of these safe areas at all times. Everything in play must remain in play.

Player Expectations

Unless otherwise stated prior to the event, all Gun Gamers Productions games will use in-game airsoft ammo for all airsoft guns used by all players. Ammo may be freely traded at any time, and any loose ammunition not loaded into magazines may be looted at any time.

Do not be "That Guy." Every person at the game wants to have fun and nobody else has fun playing with "That Guy." Do not bend or cheese the rules to gain an unfair or unimmersive advantage.

If you are ever in doubt about whether or not a BB or grenade hit you, it is best to call it. There will be plenty of trigger time, medic rules are in play, and you will never be too far away from respawn.

Do not argue with, yell at, or disrespect your fellow players (in-character role play arguments aside). Don't be "That Guy." Please calmly bring any issues to Event Staff.

Any player caught stealing personal property, making unwarranted physical contact, or breaking any other real world laws or acceptable social codes of behavior will be ejected without refund. All items which players bring in from outside are considered personal property and **MUST NEVER BE STOLEN** without explicit consent from the owner. In-game currency, Gun Gamers logo marked goods, and loose ammunition can be cached within the playing area, but must not be stashed within personal gear where it cannot be looted when unattended.

Do your best not to overshoot players. Do not misrepresent your dead status or attempt to use dead players as meat shields. Dead players may take a step or be asked to take a step out of the line of fire.

Gun Gamers Productions RPG events allow monitoring of enemy comms if frequencies are discovered in the course of searching a downed player or roleplay. Scanning for enemy comms, broadcasting on enemy frequencies, or any other meta-gaming methods of compromising comms are prohibited.

Event Staff are there to ensure all players are having the best experience possible. Do not disrespect, undermine, or insubordinate Event Staff. Admin decisions are final, do not argue with Admin.

Do not shoot, abuse, or otherwise disturb any animals. Do not damage any part of the venue. Conduct yourself maturely, respect animals and the venue. No pets are allowed on the playing field at any time.

There is to be no bigoted or discriminatory behavior or language by any player, Event Staff, Admin, or any other party. We are attempting to create a welcoming environment for all participants.

Any players who are visibly intoxicated at any point during the event will be ejected without refund. There will be no alcohol or other intoxicating substances allowed at Gun Gamers Productions events.

Causing problems and ruining the game or making other players uncomfortable through consistent bad behavior is grounds for ejection without refund and a possible permanent ban from Gun Gamers Productions. Use your good sense and always play within the spirit of the game.

Safety Rules

All players must wear full seal ANSI Z87+ rated eye protection at a minimum, and eye protection must be worn at all times while on the field. All players under the age of 18 must wear face protection which covers and protects the teeth. This is also encouraged, but not mandatory, for adults. Hearing protection is also highly encouraged.

All players under the age of 18 must have their waiver signed by a parent or legal guardian, with signature notarized. Additionally, players under the age of 16 must be accompanied by a parent or legal guardian who will be in the playing field with them at all times. Gun Gamers Productions allows players as young as 12.

If your eye protection is knocked out of place somehow, immediately cover your eyes with your hands or other hard cover and call out "Blind Man!" If you hear "Blind Man" being called, stop shooting and, if possible, help the "Blind Man" recover their eye protection. Once eye protection has been recovered and is safely on the "Blind Man," shooting may resume in that area.

"Real World," "cease fire," or "emergency" are acceptable calls to indicate an emergency that necessitates stopping the game. Upon hearing this call, immediately stop playing, remain in place, and echo the call so that others may hear it and do the same. This is only to be called only in the case of a real emergency that requires immediate action.

All players must bring adequate food and water to supply themselves throughout the course of the event. Water refill points will also be available on site. If you are dehydrated and need water, ask staff where to get it. Any players who bring food products to sell or trade in game must follow safe food handling practices. Players who are unable to follow safe procedures will be prohibited from trading food items.

No "blind firing" and no melee kills are allowed, and "bang bang" courtesy safety kills are entirely optional to give and take. Only CQB class weapons may shoot full auto indoors. All other airsoft guns must shoot semi auto in buildings. Weapons with elevated energy limits and an MED must not be used indoors, unless firing out of a building at a target beyond their minimum engagement distance as outlined in their class rules.

Commercially manufactured approved airsoft hand grenades, launchable grenades, and cold burn smoke grenades are the only pyro authorized. You must follow all relevant safety procedures and venue specific rules.

All lasers must be FDA class I (IR) or Class IIIA/R (visible/IR illuminator) eye-safe lasers. Non eye-safe lasers must be removed from your airsoft replica and your person. Event Staff will be inspecting lasers.

No real firearms or ammunition may be brought into the staging area or field other than inspected STAFF ONLY blank fire. No live ammunition is to be present at any time on the premises of Gun Gamers Productions events. There are to be no fires on site unless specified in authorized burn areas designated by staff. Grills and personal stoves must be fully self contained operated with full diligence for fire safety.

At GGP Role Playing Games, your "red rag" can be used to indicate out of play status when walking to respawn, taking a nap, using the restroom, or any personal reason. We understand that simulating combat and roleplaying characters in a conflict zone or criminal environment can be upsetting for any number of reasons. If you use your "red rag" to remove yourself from a scene for personal reasons, we encourage you to open a dialogue with your fellow players about the situation, approach a staff member if needed, or just take a break to get back in the right headspace to enjoy the event. Always be courteous and respect your fellow players and their choices.

Being A Good Role Player

Gun Gamers Productions will publish an Event Primer for each game which contains key story and scenario information, Business Codes, in-game "local laws," venue specific considerations, and the event timeline. Familiarize yourself with this ruleset and any relevant Event Primers before buying your ticket and committing to any ideas for a game. Be ready to adapt to a variety of circumstances and be creative with what you bring to the game!

All players should always keep in mind that this is a game. Actions taken in character should not be interpreted as genuine hostility, and likewise genuine hostility must never motivate character actions. Know how to read the room, and be able to adapt to situations that don't go how you expect them to. All outcomes are valid, and arguing over roleplay ruins the continuous flow of immersion for these games.

All methods of play which are conducted safely and in the spirit of the rules laid out in this document and any rules laid out in any supplementary documents are valid. So long as game rules are followed, "local laws" as laid out by the Event Primer, the Government faction, and the Police can be broken by players if they so choose. Breaking these laws carries consequences however, up to and including fines, bounties, imprisonment, or death. Always be mindful of the best way to accomplish your goals in a way that makes sense for your character and the consequences you are willing to play out.

If you wish to be an independent chaotic or criminal faction aligned character, please register as a Citizen. Police may be underhanded or shady, but players who act entirely out of line with the identity of the Police faction will be removed from the force and put out into the Citizen population. Citizens are free to pursue their own ends unconstrained, Police are expected to act within the interest of their chain of command and by extension the Government.

All business transactions must involve the exchange of in-game currency, ammunition, or goods. Players are free to barter, haggle, and set their own prices for goods and services. The primary goal is to keep the in-game economy moving with in-game resources flowing.

Unique items, powerful weapons, and story relevant props will be in circulation and marked with a unique red or gold "GG" Gun Gamers logo sticker. Any item marked with this red logo sticker is fully in play and tradeable, lootable, and usable by any player at any time. Gold "GG" logo marked items are donated prizes and may be kept by players after the game! All personal property not explicitly logo marked to signify its status as "in-play" must never be touched without consent of its owner.

Players should avoid "meta-gaming" whenever possible to ensure the best experience for themselves and others. Do not use out of game knowledge from listening in on staff conversations, do not monitor designated staff radio channels, and do not act on any knowledge gained while out of play for any reason.

Faction leaders, government officials, business interests, Police leadership, and other players will always have some agenda they are working toward. If you are ever bored or unsure of what to do, talk to your fellow players and embrace the sandbox of characters, jobs, and conflicts.

Guide To Citizenship



All residents of Skjult who are not in active duty with the military or police forces are Citizens. Citizens must have non-combat attire appropriate for their character and participate in the local economy through either legal or illegal means. Dress for the role you're playing, military-style clothing will result in suspicion from other Citizens and oppression from the Police.

Local laws in effect are enforced upon Citizens by Police who are sworn to uphold their rights. Citizens shouldn't need to fear Police so long as they look non-threatening and follow the law...

Citizens have purchasing power as afforded by their economic standing, political power as they can gather it, voting power any time a vote is held, and the right to issue a statement in their defense when arrested.

Citizens can make camp and sleep in any designated camping or residential area on the field which is attended by a member of Event Staff. Citizens MUST NOT make camp and sleep in any area not designated for it.

Citizens may freely trade goods and services anywhere, but storefronts or trading posts must be set up somewhere in the playing field outside of a designated camping or residential area.

Citizens who are approved to start a business will receive additional currency at the start of the game, a location designated to set up shop, and a business license from the local government. Each game will have its own Business Codes published in the Event Primer which businesses must follow. The business license application process for each event will be laid out in the Event Primer.

Citizens may freely ally themselves with anyone they choose at any time they choose and may organize with factions or other citizens to accomplish their goals. Be careful who you trust!

Citizens may bring Rifle, Shotgun, Marksman Rifle, and Handgun type weapons only. Automatic weapons and explosives are prohibited. Heavy weaponry and explosive devices are restricted items on Skjult, but there may be ways to acquire them... for a price. Citizens may apply for Restricted Weapons Permits with the local government through the methods laid out in the Event Primer. Permits may be revoked by the government at any time and weapons seized by Police and retrievable only with a pardon from the Governor, or at the end of the game. All guns, legal or illegal, must be chronographed before the game.

Standards Of Policing



Police are law enforcement professionals currently serving the interest of the local Government. Police on duty must wear black or blue based military uniforms with equipment appropriate to their profession. It is a crime for a Citizen to impersonate a Police officer, and Police who bring spare clothes to act in an undercover capacity MUST have a badge/ID to carry when undercover.

Police are expected to act within the department's chain of command, but they can also have their own character motivations and arcs which lead to interesting role play scenarios. Police officers who act outside the guidelines of their official capacity however may be subject to punitive action, so if you're going to be dirty... be smart.

Police forces will be organized into Platoons made up of 3-5 Squads of 8-12 Officers. Squad Leaders may appoint Patrol Team Leaders to split Squads into smaller cells of Officers to accomplish various tasks. The Event Primer for each game will contain more specific chain of command & mission information for Police.

The chain of command for Police is based on the GGP Faction & Platoon Structure as adapted for LARP Police:
Police Chief -> Platoon Leader -> Squad Leader -> Patrol Team Leader -> Officer

Police will be rendered payment for their service to the department and supplied with ammunition, restraints, and silly string to protect themselves and carry out their missions.

Police should prepare to use all means available to solve problems. Creative problem solving, negotiation, use of lethal and non-lethal force, careful raid planning, and other skills will be crucial in carrying out their duties.

Officers must make camp and sleep within their department's designated sleeping area on the field attended by a member of Event Staff. Police who are removed from the department for any reason must repack their gear and move camp to another designated residential area.

Police may bring all classes of weaponry approved in the ruleset, and up to 12 grenades total (throwables, launchables, and smoke all count toward cap). Misuse of weaponry will lead to loss of weapons privileges with offenders' equipment being relegated to the armory until their permission to use lethal force is reinstated. Police who fail to act in the interest of the department and local government may be fined, given punitive duties, prohibited from carrying weapons, imprisoned, or removed from duty and relegated to Citizen status.

Restraints & Captivity



Players may be taken hostage, arrested, held at gunpoint, imprisoned or otherwise kept captive by other players. All outcomes and all scenarios that comply with reasonable role play and safety rules are valid, but players are never to be actually physically restrained or manhandled in any way. Players are never to touch another player without their consent under any circumstances.

Zip-cuffs, handcuffs, or tied lengths of rope may be used as “restraints” to “restrain” players. Players may be restrained by being forced to take hold of a restraint with both hands while in play, or being handed a restraint while “downed” after being shot and before being “revived” with a bandage or MilSim style TQ. Per the weapons rule, players must also take hold of restraints when hit by “pepper spray.”

Restrained players must keep both hands together in front of them (as demonstrated above) holding onto their restraints until any alive, non-restrained player takes the restraints away, thus releasing the restrained player. Players who are restrained must keep both hands holding the restraints until released, but can move under their own power. Players’ hands must never be held behind them.

PLAYERS ARE NEVER TO BE ACTUALLY RESTRAINED. Players are never to be restrained or held against their will for more than ONE (1) HOUR of game time, though they can opt to play it out longer if desired.

“Drugs”

Gun Gamers Productions Role Playing Games may have an in-game “Drug” trade with candies in officially marked packaging having different effects on players in-game. Consuming the candy inside the packaging while retaining the packaging enables the effect of the Drug. Drugs must be the correct candy acquired in-game and packaged in official Gun Gamers Productions designated packaging to be used for effects.

Drugs may have an immediate effect such as resetting a bandage or TQ or reviving a dead player, or they may have lingering status effects such as resistance to pepper spray or ability to refuse restraint. All effects and their limits will be clearly designated on the packaging of all in-game Drugs.

Any Drugs with a status effect wear off after a player has been shot, healed with a bandage, TQ, medic water, or respawn point, arrested by in-game police, or “restrained” by any other player. This will be indicated on the packaging. Each Event Primer will include further information pertinent to the game.

The “Drugs” system is an honor system to create a unique game system that adds depth to the game’s criminal economy and immersive world. Abuse of this system for cheating is a great example of being “That Guy.” Roleplay any situation involving Drugs with appropriate decorum and common sense. Any players caught attempting to cheat this system will be dealt with by Event Staff accordingly.

Check In & Timeline

Upon arriving to the Gun Gamers Productions RPG event, players must proceed to check in with Event Staff and Admin at the designated check in area. There, players will present their ticket, ensure their waivers are correctly filled out and on file, and ensure their placement on the roster is correct. Players under the age of 18 must present their waiver with a notarized signature from a parent or legal guardian at this time. Players without waivers must complete them before being allowed to proceed beyond check in.

As soon as the player is set with check in, they will be given a wristband and sent to chronograph. The chronograph station will measure ALL airsoft guns the player intends to bring into the game (in-game legal or illegal), and ALL laser aiming devices, to ensure compliance with the energy limits outlined for their class. Airsoft guns will be run through the chronograph using the issued ammo for the class. This procedure is to be done with all present wearing approved eye protection which will be subject to inspection by Event Staff.

When the player has completed check in and chronograph to the satisfaction of Event Staff, the player will then have their wristband marked by Event Staff and their guns will be labeled according to their class.

Players found at any point in the game to have not properly completed check in and chronograph will be subject to disciplinary action up to and including ejection without refund and a potential ban from future games.

Players who have successfully completed check in and chronograph may then ready up their gear and proceed directly to meet up with their faction’s staff representative.

Example Timeline

Saturday 0800: Check In & Chronograph Open

Saturday 1100: Game Briefing

Saturday 1130: Faction Formation

Saturday 1200: Game On

Saturday 1200 - Sunday 1400: Gameplay

Sunday 1400: Game Over

Packing List

Gun Gamers Productions Role Playing Games run from Saturday afternoon until Sunday afternoon, and it is expected players be able to sustain themselves overnight. Adequate food, water, and shelter to sustain yourself for 24+ hours in the field must be brought by all players. Players may return to their cars to retrieve or stow personal property, but vehicle access may be prohibitively difficult after "Game On," and all in-game items must remain in-game throughout the duration of the event.

Players must be adequately prepared for the event with at least the following items:

- Full seal eye protection rated to ANSI Z87+ or greater. Hard face/teeth protection required under 18.
- Appropriate footwear for 24+ hours outside in varied terrain.
- Clothing suitable for your role and the weather. Police must bring a change of civilian clothes.
- Adequate food and water to sustain yourself for the duration of the game.
- 2 ACE type bandages or MilSim mock tourniquets for using the revive system.
- Watch or timekeeping device to keep track of bleed outs and captivity time limits.
- Emergency Medical Card with name, relevant medical conditions, and emergency contact information.
- Flashlight for night time navigation and gameplay.
- Tent or Bivvy setup with sleep gear for sleeping in.
- At least 3 trash bags to manage and carry out your own garbage.
- Spare clothes and socks to stay warm and dry, and cold/wet weather layers for potential rain or cold.
- Approved airsoft replica (not required for Citizens), with appropriate chrono markings.

In addition to these required items, our staff has curated a list of recommended items which can help you to get the most out of your role playing game experience.

- Suitable load carriage solution or backpack to carry equipment and game items.
- Hearing protection such as earplugs or electronic muffs for pyro, blank fire, etc.
- Radio communications equipment. (REQUIRED for Police)
- Items to trade with in-game, or goods and props to set up a storefront or trading post with.
- Chairs, tarps, pop-up tents, coolers, and comfort items for storefronts or residential areas.
- Anti-fog solution, anti-fog wipes, or anti-fog fan system.
- Extra batteries/gas for replicas, flash lights, optics, cameras, and phones.
- A speed loader and extra empty magazines or feeding devices.
- A sidearm or backup replica to bring into the field with you.
- Extra socks and extra layers in order to stay dry and comfortable throughout the day!
- Gloves and long sleeves to protect hands from BB strikes, bugs, and shrubbery.
- Bug spray to repel mosquitoes, flies, and ticks.
- Toiletries, toothpaste, hygiene items so you don't smell terrible.

Chronograph Procedure

All airsoft guns, including sidearms, are to be presented for chronograph at the Chronograph Station before "Game On." All airsoft guns will be run through the chronograph to measure their energy output in joules (J) and their rate of fire in rounds per second (RPS) if the airsoft gun is authorized for fully automatic fire.

Players must wear eye protection during chronograph procedures, and this eye protection will be inspected by game staff to ensure compliance. All eye protection must be full seal ANSI Z87+ compliant at a minimum in order to be cleared for use at Gun Gamers Productions events.

Airsoft guns will be inspected to ensure safe and satisfactory compliance with all Weapon Class rules, and all player magazines will be inspected to ensure they are empty and of appropriate non-winding low or mid capacity type, unless otherwise authorized for the event or Weapon Class.

All airsoft guns will be run through the chronograph using the provided ammo from Event Staff, and must meet appropriate criteria before being marked and allowed to enter play.

All airsoft guns which pass the chronograph station will be marked, and all HPA or regulated air powered airsoft guns will require a zip tie and/or tamper proof sticker to be placed on an appropriate tournament lock to prevent tampering. Any airsoft gun found to have had its chrono markings removed will be subject to spot check, and possible ejection from the game. Any HPA regulators or airsoft guns which cannot be tournament locked and/or marked appropriately will not be allowed at our events.

Upon completing chronograph procedures for all guns, the player will have their wristband marked by Event Staff, signifying the completion of the full check in process. Any player found without a marked wristband at any point in the game will be subject to a roster check, and possible ejection from the game.

Chronograph Limits

CQB Specialist: No MED*, full auto indoors, 1 joule

Rifle, Pistol, Shotgun, Auto Rifle, LMG: No MED, 1.5 joules

MMG Class: 50' MED, 2.09 joules

Marksman: 100' MED, 2.8 joules

Full Auto Rate Of Fire Cap: 30 RPS

Binary triggers, burst fire, and double triggers count as full auto.

*MED = Minimum Engagement Distance

Players may not engage targets closer than their MED.

Any airsoft gun with an MED is not to be used indoors unless shooting at a target outside the structure past their MED.

Gun Safety Rules

All players are expected to practice the basic rules of gun safety at all times, and especially in safe zones.

Do not point your airsoft gun at anyone you do not intend to shoot. Keep your muzzle pointed in a safe direction at all times and never at another player in the staging area.

Keep your magazine out while you are in the staging area until you step into the play area. When you leave the play area, remove your magazine and clear your chamber.

Always treat your airsoft gun as if it were loaded and keep your finger off the trigger until you are ready to shoot. Airsoft guns are generally safe, but can still cause undue injury if negligently discharged.

Airsoft guns with a minimum engagement distance must only engage targets outside of their minimum engagement distance. Within their minimum engagement distance they must use a handgun or other alternate weapon to engage.

Laser Safety

Lasers may be used to assist in aiming airsoft replicas. Players should do their best to avoid shining lasers intentionally in the eyes of other players, but all players must understand that the risk of accidental laser exposure is impossible to entirely eliminate.

Only commercially available FDA “eye safe” aiming lasers may be mounted and used on airsoft replicas.

Lasers will be measured by a laser measuring device and marked for approval or disapproval by Event Staff.

IR lasers which are invisible to the naked eye for use with night vision must not exceed .75mW in output power.

Visible lasers such as red, green, or blue lasers must not exceed 5mW in output power.

“Full power” military lasers must have the blue safety screw installed which prevents lasers from going above the “eye safe” output power.

IR illuminators which are above “eye safe” power level but which are diffused into a spill light rather than focused into a laser may still be used.

There is no output limit for visible or white lights.

Any laser devices which do not meet the safety criteria outlined in this document must be removed from the airsoft replica before it is brought into the playing area.

Core Weapons Rules

All airsoft guns must comply with the chronograph limits for their weapons classification and all fully automatic enabled airsoft guns must comply with the rate of fire limit for Gun Gamers Productions events. Weapons classifications are fully defined in the core Gun Gamers Productions ruleset. If you want to know your airsoft gun’s classification, look it up in the core Gun Gamers Productions Airsoft Ruleset.

Citizens and Police have different rules for which weapons they are allowed to bring in, and different games may have “local laws” that allow or prohibit certain weapons. Read the Event Supplementary Document for each game to ensure your equipment is in the spirit of the game!

All airsoft guns must remain unloaded with the magazine or feeding device removed while in the staging area, any safe zone sleeping areas, and any time before “Game On” except to be measured at the chronograph station.

All airsoft guns must be commercially available dedicated airsoft guns or commercially available airsoft projectile launchers. Paintball guns, pellet guns, metal BB guns, foam dart guns, firearms, or any other non commercially available airsoft gun is prohibited. Custom built non-commercial airsoft guns or devices may be allowed on a case by case basis at the sole discretion of Admin. Please contact Gun Gamers Productions Admin prior to the event for approval. Guns with adjustable velocity or adjustable regulators must have a “tourney lock” to prevent adjustment.

Grenade Rules

Pyrotechnic grenades are prohibited for Citizens, but any commercially available airsoft pyrotechnic type grenades may be brought by Police or in circulation through in-game acquisition means. Bring cash, as they may be sold for real world money along with an in-game currency exchange. Police may bring in up to 12 grenades of any type in total. Permit holders may bring in as many grenades as their permit states.

Police may bring smoke grenades. Sport Smoke, Enola Gaye, and TAGINN cold burning smoke grenades are authorized (venue dependent). No black smoke is authorized for players at any time.

Any commercial airsoft grenade launcher is authorized, but may only be carried by Police or permit holders. Grenade launchers have a 50’ Minimum Engagement Distance and cannot directly fire at players.

Any grenade that detonates with an audible “bang” or pyrotechnic explosion counts as a hit against all unprotected players within 20 feet. Only being entirely behind hard cover at the time of detonation protects you from grenades. Hard cover includes building walls, vehicles, hard structures such as bunkers, trees significantly larger than your body, etc. Furniture in rooms, slight changes in elevation, shrubbery, small trees, or any porous cover do not protect players from grenade detonations, and unprotected players are considered hit.

Players are responsible for all pyro they use. Please watch your pyro and smoke grenades and ensure you do not start any fires or carelessly injure yourself or anyone else!

Unrestricted Weapons

Approved for all players without government permit!



Rifles

Airsoft guns replicating intermediate or full power caliber rifles.

EG: M4, AK47, SCAR, G36, etc.

Semi auto only with non-winding magazines.

1.5 joules, no MED.



Shotguns

Airsoft guns replicating pump action or semi auto shotguns.

EG: M870, M500, M1014, M3 Super 90, etc.

Pump/semi auto only, non-winding mags, no M4 adapters etc.

1.5 joules, no MED.



Handguns

Airsoft guns which replicate pistols.

EG: Sig P226, Glock, 1911, USW, Flux Raider, M9, Revolvers, etc.

Semi automatic only, non-winding mags, no M4 adapters etc.

1.5 joules, no MED.



Marksman Rifles

Airsoft guns replicating DMRs and sniper rifles.

EG: SR25, M110, Remington 700, SVD, etc.

Bolt action or semi auto LOCKED only with non-winding magazines.

2.8 joules, 100 foot MED.



Pepper Spray (SILLY STRING, DO NOT AIM AT EYES)

"Non-lethal" way to incapacitate players for restraint or escape.

Players hit by pepper spray must at minimum remain in place for 30 seconds and take no action except taking hold of restraints, role playing as if pepper sprayed is HIGHLY encouraged.

Restricted Weapons

Police and Government permit holders only!



CQB Specialist

Airsoft guns which replicate SMGs or full auto shotguns.

EG: MP5, MP7, Uzi, Sig MPX, AA-12, etc.

Full auto always allowed, non-winding mags only, no drums.

1 joule, no MED.



Automatic Rifles

Airsoft guns replicating magazine fed squad support weapons.

EG: RPK, RPK16, M27 IAR, Shrike, MG36, etc.

Full auto except indoors, non-winding mags only, no drums.

1.5 joules, no MED.



Light Machine Guns

Airsoft guns which replicate military adopted belt-fed LMGs.

EG: M249, RPD, Stoner 63, etc.

Full auto except indoors, drums and box magazines allowed.

1.5 joules, no MED.



Medium Machine Guns

Airsoft guns replicating full length, 7.62 or greater MMGs/GPMGs.

EG: M240, M60, PKM, MG42, etc.

Full auto, no firing within buildings, drums and box mags allowed.

2.09 joules, 50 foot MED.



Grenade Launchers

Any device which launches airsoft grenades or uses 40mm shells.

EG: M203, GP-25, TAGINN ML36, MGL, etc.

20 foot kill radius for explosives, dummy rounds anti-vehicle only.

50 foot MED, no direct fire of projectiles at players.

Other Weapons



Drones

Drones are approved for all players who provide their FAA registration number and demonstrate knowledge of regulations ahead of game day, [contact us](#) for approval. Unsafe drone operation will result grounding by staff. In-game laws may restrict drone use with in-game consequences.



Heavy Machine Guns (STAFF & APPROVED PLAYERS ONLY)

Airsoft guns replicating crew served .50cal weapon systems. EG: M2, DShK, other .50cal emplaced machine guns. Full auto, 600RPM cap, all mags approved, 45lbs minimum weight. 2.8 joules, 100 foot MED. [Contact us](#) with your use case idea for approval.



Blank Fire (STAFF ONLY)

Blank fire converted guns with BFA and blank fire only guns. All ammo inspected by Admin, players have the right to enforce safety standards, guns used unsafely will be removed from play. Used for immersion, players must react and stop advancing. 50 foot, 180 degree safety fan, visible BFA on converted guns.



Artillery & Explosive Charges

Explosives provided in-game with black smoke component to signify greater level of destructiveness than grenades. All players, unarmored vehicles, and respawn beacons within 40' are hit/destroyed. Armored vehicles disabled. Not to be handled by players unless instructed by staff that the asset is in play. Do not touch any other explosives at any time.

Hit & Medic Rules

Any BB strike hit to any part of your body or any gear being worn on your person counts as a hit. Being unprotected within the detonation radius of a grenade counts as a hit. Gun hits and definite ricochets off of solid cover do not count, but when in doubt call all hits! Don't be "That Guy" and yell at opposing players to call hits!

When you are hit, act out your death and fall to the ground. GGP Role Playing Games do not use "red rags" to indicate that you are shot, players must act out their death. When you are hit, you can still be interacted with through searching, restraint, dragging, or healing and are not out of play. "Red rags" should only be used when you have bled out and are out of play walking to a respawn point.

"Red rags" are red or other fluorescent colored pieces of fabric that indicate you are out of play for any reason, and should be displayed when talking to respawn. At night, a colored strobe light can be used.

After being hit, you are "downed" and begin a mandatory 5 minute waiting period where you may not move, shoot, reload, talk to living players other than to yell for a bandage or medic, or do any other game action. While you are downed, any player may come up to you and use either a MilSim tourniquet (any elastic mock tourniquet with no windlass) or an ACE type bandage to heal you and bring you back into the game. Bandages or tourniquets must be properly and securely applied to a limb before you may removed your "dead rag" and resume play. You MUST remove your "dead rag" before resuming play!

Players may be healed twice in this manner, and when hit a third time time after being healed twice the player is now "dead" and must serve a full 5 minute downed period before returning to a respawn point.

Players who are downed may be moved by another player who places both hands on them to walk them somewhere else. Alternatively, two players may each put a hand on the downed player, but two hands must be in contact with the downed player in order for them to be able to move. You do not have to drag downed players.

Players not healed during their 5 minute "downed" period are "dead" and can return to a respawn point.

Any player, friend or foe, who is in physical contact with a downed player must call themselves hit if the downed player receives another hit during this period of contact. This is to prevent "meat shields."

Searching & Tapping Out

Players who are downed may be "searched" by opposing players, and the downed player must hand over any game items they have in their possession. When a downed player has been searched by an opposing player, that downed player is now "dead," and must return to respawn. Opposing players may also "tap out" opposing "downed" players to send them straight back to respawn. "Searching" and "tapping out" downed opposing players is done by placing your hand on or near them and stating such. The downed player must then hand over all loose ammo not in magazines and game items. Do not actually search through any player's equipment on their person or unattended without explicit consent!

Respawning & Re-Equipping



Players who are “dead” may respawn at a local hospital or faction headquarters. A staff appointed attendant will remove bandages or TQs from dead players, and may collect a fee beforehand if players are not in good standing with their faction. Players may walk to another spot to respawn if they cannot or do not wish to pay the fee.

Once players reach a respawn point, they must have their “dead rags” and any bandages or tourniquets removed before resuming play.

Players not in good standing with any faction who cannot afford a fee to respawn may appeal to spawn attendants for free aid at their discretion, or walk while dead to collect trash and turn it in at the local hospital to pay for their medical treatment and be allowed to respawn.

Players may be given mobile respawn points, medic water supplies, or mobile resupply points depending on the event, but the local hospital or faction HQ locations will be the most reliable way to get back into the game. These will be marked appropriately, have a clay pigeon equipped respawn station, and must only be used when not under fire.

Small, appropriately marked water bottles will also be in play as IV Bottles. Upon being given an IV Bottle by any living player, dead players may reset all TQs or bandages and resume play. Living players may also administer themselves an IV Bottle to reset all bandages and TQs.

If a respawn point is under direct fire and it is not safe to respawn, do not use it to respawn. Let the living players try to clear out the area to make it safe to respawn. If a respawn is completely overrun, then it will be moved to a new location so that players may respawn and resume play. Never assume that your respawn is “safe.”

Players may reload magazines at any time while out in the field except when they are “downed.” Water should be replenished at any given opportunity.

It is the responsibility of all players to manage all trash at all times, but especially at high traffic areas. Respawn points which are not kept adequately clean will be removed from play!

General Vehicle Rules

Some Gun Gamers Productions games may include the use of vehicles to aid in logistics, transportation, or combat. Whether or not vehicles are in play at a particular game will be highlighted in the announcement and ticket page for each game. All vehicles must be approved for use by Gun Gamers Productions ahead of game day. Contact us via email at Admin@GunGamersProductions.com to inquire about a vehicle slot. All drivers must present proof of a valid driver’s license and certificate of insurance when seeking approval for use at a game. All vehicles must have a “Dispatch Book” signed by drivers and staff with a copy of the vehicle’s insurance, a copy of the drivers license for all approved drivers, and a copy of the Vehicle Operator’s Agreement.

All vehicles have an absolute speed limit of 10 miles per hour in the playing area. No exceptions. All vehicles must stay on designated roads at all times unless explicitly instructed by staff. No exceptions.

All passengers in all vehicles must be seated inside the vehicle in a designated seat when the vehicle is in motion. No passengers are allowed to ride in the back or bed of any pickup truck or other such non-seated area.

All gunners for turrets or mounted guns must be seated and/or strapped into a harness to prevent ejection from the vehicle while in motion. If a vehicle’s turret or mounted gun cannot be used while the gunner is seated and/or strapped into the harness, the vehicle must be parked for that gun to be used.

All vehicles must have a member of Gun Gamers Productions staff accompanying the driver as a passenger or ground guide. Vehicle staff will be in contact with drivers and crew ahead of game day.

All vehicles must have at least one designated crew member who remains with the vehicle at all times unless the keys are removed and all game items are unloaded and accessible for looting. All vehicles and drivers must be approved for use by Gun Gamers Productions before being allowed into the playing area. Approval may be refused or revoked at any time per the best judgment of Gun Gamers Productions LLC. and our staff. All vehicles must have a fire extinguisher and evacuation plan.

Vehicles must stop any time any person or object is in their path. Unless such an object can be circumnavigated safely with at least one meter of clearance between it and the vehicle without leaving an approved roadway, the vehicle may not proceed until any blockages are cleared from its path. Vehicles may back out of blocked roads or positions, provided their path is clear and the driver has guidance and/or visibility to do so.

Vehicles may be “hijacked” by players who are able to stop the vehicle without destroying it and make the driver drive for them through role play or take hold of a “restraint” device with at least one hand. “Hijacked” vehicles must still be driven only by the driver, who is to follow “restrained” rules at all times when not actively driving. Drivers may attempt to escape by safely abandoning the vehicle, but must follow restraint rules until “released.”

It is the responsibility of all drivers to operate their vehicle safely and within both the letter and spirit of these rules. Unsafe operation of a vehicle is grounds for the vehicle being ejected. Any vehicles ejected from a Gun Gamers Productions event for any reason will never be approved again for use at future events.

Vehicle Hit & Respawn Rules



All occupants in all vehicles are in play and may be hit by BBs, pyro, or artillery events at any time. All hits count, and those players must follow normal hit rules.

If a vehicle's designated driver is hit, that vehicle may not move until another approved driver takes their place or the driver is healed and brought back into the game. If all approved drivers are hit and may not be brought back into the game, the vehicle is considered "disabled," and other passengers must disembark to resume play.

All passengers other than the driver may shoot any weapons out of any vehicle so long as they are safely seated while doing so. Drivers may only shoot from the vehicle when it is stopped with the parking brake on.

Unarmored and Armored Vehicles may be in play and each have their own rules for being "disabled" or "destroyed." All drivers and passengers inside any vehicle when it is "destroyed" by any grenades or explosives are considered hit and must follow normal hit rules and procedures.

All disabled or destroyed vehicles must remain in place for 15 minutes before proceeding to a designated Respawn Point. Vehicles must have a stop watch or egg timer on board in order to properly time disabled status.

All disabled and destroyed vehicles must deploy a red "dead flag" and turn on their flashers in order to indicate their status. The flag may only be stowed and flashers turned off after the vehicle has returned to play from a designated Respawn Point.

All vehicles are considered hard cover for all players outside of those vehicles. Players on foot may use all vehicles as cover from BBs, explosives, and other airsoft ordnance at any time.

All disabled or destroyed vehicles can be looted for loose ammunition and other in game items. Vehicle occupants must hand over all such items if looted by other players. Vehicles carrying any objective items must drop those items in place if destroyed unless directed otherwise by staff.

Unarmored Vehicles

Unarmored Vehicles may be brought by any player who seeks and receives approval before game day so long as vehicles are approved at the facility the GGP Role Playing Game is being hosted at. Any vehicles aligned with any faction may be occupied by any player allied with the driver or hijacked by players through the hijacking rules outlined in the General Vehicle Rules.

Any vehicle which is not a real armored vehicle or pre-approved build which replicates a real armored vehicle is considered an Unarmored Vehicle. Examples include pickup trucks, vans, buses, and HUMVEE type vehicles not equipped with up armored body kits.

Any "turrets" or mounted guns on an Unarmored Vehicle must not have any form of transparent BB strike protection, and turret gunners must be fully behind the mounted gun to comply with "blind fire" rules. Any customizations, changes, or custom weapons must be approved by Gun Gamers Productions. All mounted weapons must comply with Gun Gamers Productions rules and staff approval.

Unarmored Vehicles offer little protection to occupants, and must keep all possible windows fully open at all times. All passengers may be hit at any time through these windows and must follow normal hit procedures. The driver of an Unarmored Vehicle may be hit through any open window, and any BB hits are to be called by the driver as normal.

Any Unarmored Vehicle with no designated driver in play or readily able to be brought back into play via bandage or MilSim tourniquet is considered "disabled." All other passengers must disembark to resume play.

Any BB hits to body panels, doors, wheels, or other parts of an Unarmored Vehicle do not count against the vehicle, driver, or passengers.

Unarmored Vehicles are extremely susceptible to explosive threats and may be "destroyed" by one (1) 40mm or similar launchable projectile impact with any part of the vehicle, or by the detonation of one (1) explosive grenade within 3 feet of the vehicle. If an unarmored vehicle is "destroyed" by a grenade, all players inside the vehicle are "hit" and must follow normal hit and medic procedures.

There is no good in-game reason to detonate any pyrotechnics inside any Unarmored Vehicle, but as a passenger or driver understand that you assume this risk. Ear protection is recommended.

Armored Vehicles

Armored Vehicles are restricted to Police and Government aligned factions only unless approved for other players after discussion with staff. Armored vehicles aligned with a Police or Government faction may be occupied by any player allied with the driver, or hijacked by players through the hijacking rules outlined in the General Vehicle Rules.

Any vehicle which is a real armored vehicle or pre-approved build which replicates a real armored vehicle is an Armored Vehicle. Examples include APCs, tanks, armored trucks, and HUMVEE type vehicles equipped with up armored body kits.

Any "turrets" or mounted guns on an Armored Vehicle must be designed and used as intended per the vehicle's real world purpose and design. Any customizations, changes, or custom weapons must be approved by Gun Gamers Productions.

Armored Vehicles offer much more protection to occupants and likely have no windows which can be rolled down, or those windows should be bullet resistant. Non-ballistic windows must be kept open at all times, but any real bullet resistant or appropriately replicated bullet resistant windows may be kept up.

Bullet resistant windows must be entirely open or closed before a vehicle starts moving and remain that way until the next time the vehicle comes to a stop. All players inside any Armored Vehicle are still susceptible to all hits or grenades which find their way inside the vehicle.

Armored Vehicles are highly resilient to explosive threats, but may be "disabled" by two (2) 40mm or similar launchable projectile impacts with any part of the vehicle. "Disabled" Armored Vehicles must remain in place for 15 minutes before proceeding to a designated respawn point, but all players inside the vehicle may disembark and resume play. A third impact on a "disabled" Armored Vehicle kills all players inside the vehicle.

Any 40mm or similar launchable projectile which hits inside an armored vehicle instantly destroys it and "hits" all passengers who must follow medic & respawn procedures.

Armored Vehicles are immune to all hand thrown grenades outside of the vehicle, but any hand thrown grenade which detonates inside an armored vehicle instantly destroys it and hits all passengers. All occupants of an Armored Vehicle are expected to understand and assume the risk of this occurring. Ear protection is recommended.

Sleeping & Safe Zones

Gun Gamers Productions Role Playing Games run from Saturday afternoon until Sunday afternoon, and it is expected players be able to sustain themselves overnight. Adequate food, water, and shelter to sustain yourself for 24+ hours in the field must be brought by all players, per the Packing List.

Players may set up tents, bivvies, and living quarters in any designated residential area in the field. Players must not set up sleeping equipment in areas not designated for it, as this would be a player accountability and foot traffic blockage nightmare.

Players who sleep in residential areas in the field must keep eye protection on at all times. The only place in the field that is out of play is the inside of player tents and bivvies. No lootable items, loaded airsoft guns, or active pyro are allowed inside player tents and bivvies. If a player is inside a tent or bivvy and the tent or bivvy is shot or within the kill radius of a grenade, that player is "hit" and must follow normal medic & respawn procedures.

Players who are killed in residential area must receive aid or find an active respawn point before resuming play. In-game medics or medical supplies may be stationed nearby residential areas to assist with respawn convenience. Players must not revive themselves just for having had a full night's sleep after being killed!

A designated Safe Zone for sleeping will be available to players who wish to opt out of night time play and resume play in the morning. The Safe Zone will be marked with orange tape and chemlights at all times, far enough removed from the playing field to allow removal of eye and face protection, and will open and close at designated times.

Upon entering the Safe Zone on Saturday night, players are to remain out of play for the entire night until leaving the safe zone Sunday morning. Loaded guns, pyro, and any lootable in-game items must not be brought into the Safe Zone. Players who attempt to use the Safe Zone to safeguard in-game items in an out-of-game area will have these items confiscated.

Players may cache in-game items within the playing area before they enter the Safe Zone, or entrust these items to be safeguarded with other players or factions remaining in-game. Be careful who you trust, as these items may still be looted while you're away!

Considerations & Communication

Some Gun Gamers Productions airsoft games may take place in unique circumstances or at facilities which will have their own rules we have to abide by. Always keep an eye out for an "Event Supplemental Document" which may contain rules or considerations in addition to those presented in this base ruleset. For our Role Playing Games, the Event Supplemental Document will also serve as a lore and story primer for the event. If you want to know what's going on and what the vibe of the game will be, read the Supplemental Doc!

Players are expected to be familiar with the full relevant Gun Gamers Productions Ruleset ahead of arriving at any game hosted by Gun Gamers Productions. Event Staff will do their best to fill in any gaps and correct honest mistakes, but it is ultimately up to players to know the basics! When in doubt, always roll with the punches and play in the spirit of the game. Our RPG events are a cooperative storytelling experience in at least equal measure to being airsoft games.

Gun Gamers Productions predominantly uses email for communication with players. Please register using an email address that event staff can use to reach you. Waivers, Maps, Rosters, Local Laws, and other important event information will be emailed to players by both Gun Gamers Productions Admin and Faction Leaders. Gun Gamers Productions will never share your email address with any party outside of our Admin team and Event Staff for any reason.

Pre-event coordination and role play may also take place in Facebook, Discord, or other social media groups. Participation in these groups is not mandatory, but it is highly encouraged as the best way to ensure you get the most out of your experience before and during game day. [The Gun Gamers Productions Discord](#) especially serves as a great resource for interacting with fellow players.

Gun Gamers Productions seeks to accomplish a high level of immersion in the joint storytelling effort all players are invited to participate in. We encourage all players who attend to come with an open mind and be ready and willing to play with a wide variety of people and work with groups outside your own to accomplish goals, play out narratives, and have an incredible experience. A positive attitude and creative thinking can be greater weapons than your airsoft gun.

After our games, Gun Gamers Productions will send a survey to all players where they can share their feedback and suggestions for the continued development of our format. We encourage you to always fill this out as honestly as possible so we can run the best games we can.

Final Notes

The Gun Gamers Productions Role Playing Game Ruleset is intended to answer as many questions as possible about how our Role Playing Games are played. If you still have questions, please post them in the Gun Gamers Discussion Group on Facebook, ask them in the GGP Questions channel on our Discord, email them to GunGamerProductions@gmail.com, or post them in the event page for the game you are interested in attending! We will do our best to answer any and all questions in a quick and courteous manner.

Competition is inherent to the game of airsoft, but ultimately airsoft, especially roleplay focused airsoft, is largely a social cooperative hobby about accomplishing goals with some of your friends while shooting at some of your other friends. So always do your best to be a fun person to play both with and against by playing hard, playing fair, calling your hits, and never taking the BB LARP too seriously.

This Ruleset will be subject to change at the sole discretion of Gun Gamers Productions with updates communicated through appropriate channels.

Special Thanks

Survive Omega



ENgage Tactical



Spangler Forge



Amped Airsoft



Elite Force



Changelog:
1/31/2024 FIRST DRAFT, BEGIN REVISIONS
4/30/2024 FIRST EDITION