



# GUN GAMERS

Gun Gamers Productions LLC.  
Airsoft Event Ruleset  
Version 2.1

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# 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. No exceptions.

All players must start the day with at least two liters of water on their person, and have capacity to carry at least one liter of water on their person at all times throughout the game.

All players under the age of 18 must wear face protection which covers and protects the teeth. This is also encouraged, though not mandatory, for adults.

No "blind firing" or sticking your gun around a corner or through a hole to shoot without aiming at your target.

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 LLC. 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.

"Cease Fire" or "Real World" or "someone is actually hurt for real this isn't part of the game" are all acceptable calls to indicate an emergency that necessitates stopping the game. Upon hearing any of these calls, immediately cease all playing action, remain in place, and echo the call so that others may hear it and do the same. A "Cease Fire" is only to be called in the case of a real emergency that requires immediate action. This includes a fire that cannot be stomped out immediately, a severe injury that requires assistance, or a "Blind Man" whose eye protection is irretrievably lost.

No melee kills are allowed, and "bang bang" courtesy safety kills are optional to give and take.

No fully automatic fire is allowed indoors. All airsoft guns must be in semi automatic while engaging indoors.

Marksman and MMG class weapons may 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. However, the venue will always have final say on pyro approval.

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. Please lock any real weapons in a secure container within your own personal vehicle, or preferably leave them at home.

# Player Expectations

Unless otherwise stated prior to the event, all Gun Gamers Productions airsoft games are to use ammo issued from Gun Gamers Productions Event Staff and Admin only.

Do not be "That Guy." Every person at the game wants to have a fun day and nobody else has fun when someone decides to be "That Guy." Do not bend or cheese the rules to gain an unfair advantage.

If you are ever in doubt about whether or not a BB or grenade hit you, it is best to simply call it. There will be tons of opportunity for 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. Everyone is spending their precious time and money to be here, even the guy you think you hit. Don't be "That Guy." Please calmly bring any issues to Event Staff.

Any player caught stealing from other players, making unwarranted physical contact, or breaking any other laws or acceptable codes of behavior as deemed by Event Staff will be ejected without refund.

Do your best not to overshoot players. Do not play dead or attempt to use dead players as meat shields. Dead players should do their best to get out of the way and may step or be asked to step out of fire.

There is to be no "electronic warfare" or monitoring of enemy radio channels, maintain the mystery.

From "Game On" until "Game Over," players are not to leave the game for any reason without notifying a member of Event Staff. Please notify Event Staff should you or your group need to leave the field.

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 facilities. Conduct yourself maturely, respect animals and the venue. No pets are allowed on the playing field at any time.

Any doors or windows at a facility must be entirely opened and remain entirely open if any player wishes to shoot or move through them. Do not barricade or attempt to hold closed any windows or doors.

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 bad behavior are grounds for ejection without refund and a possible permanent ban from Gun Gamers Productions.

# Our Format

Gun Gamers Productions focuses on providing the best single day airsoft events that we possibly can. Our games run from the morning until the night with no stoppages in play or scheduled breaks unless otherwise specified. Players should carry everything they need into the field with them for 12 hours. In order to receive the event patch, players must be present and in the playing field at "Game Over."

Players will register and buy a ticket for their preferred Faction for the event, and may request to be part of a particular group within said Faction as requested in the notes when buying their ticket.

Factions are split up into Platoons, which are lead by Platoon Leaders who work with Squad Leaders.

Leadership and recon roles at Gun Gamers Productions events will coordinate through the use of radios, verbal communication, email communication before game day, and ATAK in order to create a cohesive experience. Players who volunteer for these roles should be ready to make use of these tools in order to have the most fun playing the role competently.

Gun Gamers Productions uses our experienced and dedicated Event Staff to man the Chain of Command for each event. The Chain of Command will be responsible for distributing missions to players, keeping players supplied throughout the day with ammunition and water refills, and ensuring smooth gameplay.

Players will be given missions through the Chain of Command, and from there groups of players will be able to collaborate amongst themselves and with Event Staff as necessary to accomplish missions.

Players will move with their Platoon to various fighting positions throughout the day, moving their respawn point as they do so. Expect to carry everything on your person for most of the game with only extra water and ammunition resupply being left at your spawn points which will move at direction from Event Staff and Admin.

Gun Gamers Productions uses in-game ammo only for our events unless otherwise specified prior to the event in question or approved by Admin ahead of time. This is to create an interesting dynamic for players managing resources, looting supplies from the opposing Faction, and having more balanced gunfights due to greater consistency of ammo weight and thus ballistic performance for each player.

Players will be issued ammo according to their Weapon Class. Most will be issued .28g BBs by Event Staff with only Marksman class players being issued limited quantities of .4g BBs for long range ballistic advantage.

Players may carry their class's total amount of pyro into the field with them at the start of the day. Unless otherwise specified ahead of time, this is to be considered the total pyro players may use for the full game.

Unless otherwise specified for the weapons class, all magazines and feeding devices for all airsoft guns must be low or mid-capacity non-winding type airsoft magazines.

Any loose ammunition (including ammo in speed loaders) and objective items are lootable and movable by any players.. It is the player's job to keep track of any marked game items or props they move.

Players may search, loot, and use any marked in-game resources including loose ammo from other players and enemy Faction positions. This does not include pyro, airsoft guns, or personal equipment.

# Check In & Timeline

Upon arriving to the Gun Gamers Productions airsoft 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 possibly use for the game, including sidearms, 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.

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 to their Faction's formation before proceeding to briefing and final formation before "Game On."

## Example Timeline

**0800: Check In & Chronograph Open**

**1000: Faction Formation & Game Briefing**

**1030: Faction Final Formation**

**1100: Game On**

**1100 - 2300: Missions**

**2300: Game Over**

# 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: 1 joule**

**Standard, no MED\*: 1.5 joules**

**MMG Class, 50' MED: 2.09 joules**

**Marksman/HMG, 100' MED: 2.8 joules**

**Full Auto Rate Of Fire Cap: 30 RPS or 10 RPS for HMG**

**\*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 past their MED.**

# Gun Safety Rules

All players are expected to practice the basic rules of gun safety when in the staging area and not in combat.

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.



# Airsoft Gun Rules

All airsoft guns must comply with the chronograph limits for their weapons class and all fully automatic enabled airsoft guns must comply with the rate of fire limit for Gun Gamers Productions events.

All airsoft guns must remain unloaded with the magazine or feeding device removed while in the staging area 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.

All airsoft guns with an adjustable velocity feature or adjustable regulator must have a tamper evident sticker appropriately placed by Event Staff in order to prevent adjustment in the field.

# Grenade Rules

Players may bring as many grenades for the day into the field as their class allows them to carry.

Commercially available airsoft branded hand grenades and launchable grenades are authorized for Gun Gamers Productions events unless otherwise specified prior to the event. This includes EGG7, TAGINN, TLSFX, blank cartridge, Thunder B and others. No homemade grenades or 3D printed projectiles are allowed.

Sport Smoke, Enola Gaye, and TAGINN cold burning smoke grenades are the only smoke grenades authorized for Gun Gamers Productions events at this time. No black smoke is authorized for players.

Any commercial airsoft grenade launcher is authorized, but may only be carried by the Rifleman class.

Grenade launchers have a 50' Minimum Engagement Distance and cannot directly fire at players. Chalk and foam rounds are approved for anti-vehicle use and will kill vehicles, but have no "kill radius" otherwise.

Any grenade that detonates with an audible "bang" or explosion counts as a hit against 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, bunkers, trees wider than players, etc. Furniture, elevation, shrubbery, small trees, or porous cover do not protect players from grenades, 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!

# Sidearms



**Weapons: Pistols, Shotguns**  
**Fire Modes: Semi Automatic Only**  
**Energy Limit: 1.5 joules, no MED**  
**Special Ability: All Classes Can Carry**  
**BB Weight Issued: .28g**  
**Initial BBs Issued: Class Dependent**  
**Grenade Cap: Class Dependent**  
**Specialty Weapons Slot: No**

**Sidearms are secondary weapons that may be carried by any player as a supplement to any weapons class. Sidearms must be handgun, revolver, or breacher shotgun type weapons. Handguns in a chassis system also fall into the sidearm class.**

**Sidearms must use non-winding, weapon specific magazines. Sidearms must not have adapters to use AEG rifle magazines or drum or box magazines. Extended type magazines made for handguns are approved. All optic, flashlight, and muzzle device configurations are approved.**

**Any handgun type weapon with no stock or any handgun weapon in a chassis kit can be carried as Sidearms. Examples include: Glock, 1911, Hi Capa, Sig, USW, USW-G, FLUX Raider, Revolvers, etc.**

**Any spring or gas powered shotgun replica without a stock may be carried as a sidearm. Examples include: M870 Breacher, M3, M500 Shockwave, etc.**

**Sidearms must pass the Standard 1.5 joules energy limit and are limited to semi auto only with no minimum engagement distance.**

# Rifleman



**Weapons: Rifles & Shotguns**

**Fire Modes: Semi Automatic Only**

**Energy Limit: 1.5 joules, no MED**

**Special Ability: Grenade Launcher**

**BB Weight Issued: .28g**

**Initial BBs Issued: 500**

**Grenade Cap: 12 thrown & 12 launchable**

**Specialty Weapons Slot: No**

The backbone of any squad, the Rifleman is generally the most flexible class which many players will find their airsoft guns suited for. Rifles are classified as airsoft guns which replicate intermediate or full power caliber rifles. Riflemen are your primary maneuver element and any squad may have as many Riflemen as they wish, even foregoing Specialty Weapons slots.

Riflemen may carry up to 12 throwable grenades (total frag & smoke), and in addition are allowed an airsoft grenade launcher with up to 12 rounds. Grenade launcher shower shells or other BB launching type grenade shells may be refilled using in-game ammunition and unlimited amount of times with only the shell itself counting against the launchable cap. Pyrotechnic or launchable grenades will have each projectile counted against the launchable cap.

Examples of rifleman class weapons include: AK, SCAR, AR15, ACR, G36, etc. Shotguns are considered Rifleman class weapons unless capable of fully automatic fire.

Rifles are limited to semi automatic fire only and Standard 1.5 joules energy limit with no minimum engagement distance.

# CQB Specialist



**Weapons: SMGs & Automatic Shotguns**

**Fire Modes: Semi or Fully Automatic**

**Energy Limit: 1 joule, no MED**

**Special Ability: Unlimited Full Auto**

**BB Weight Issued: .28g**

**Initial BBs Issued: 500**

**Grenade Cap: 12 thrown**

**Specialty Weapons Slot: Yes**

The CQB Specialist is the slot for players who want to storm the castle. Foregoing rifles and grenade launchers, this player optimizes for urban and indoor fighting with Submachine Guns and Automatic Shotguns. Submachine Guns are any pistol caliber submachine gun or PDW replica which is capable of full auto, while Automatic Shotguns are all fully automatic shotgun replicas.

All pistol caliber replicas and all shotguns which are capable of full auto must meet CQB Specialist joule limits. CQB Specialist weapons may shoot fully automatic indoors and must use low or mid capacity non-winding magazines only. No drum mags or M4 adapters.

CQB Specialists may carry up to 12 throwable grenades (total frag & smoke), and are prohibited from using grenade launchers.

Examples of CQB Specialist class weapons include: MP5, MP9, MP7, Uzi, PP19, AA12, ARP9, SSG9, UMP, etc.

CQB Specialist weapons may use fully automatic at all times with no MED.

# Automatic Rifleman



**Weapons: Automatic Rifles**  
**Fire Modes: Semi or Fully Automatic**  
**Energy Limit: 1.5 joules, no MED**  
**Special Ability: Fully Automatic Fire**  
**BB Weight Issued: .28g**  
**Initial BBs Issued: 1000**  
**Grenade Cap: 12 thrown**  
**Specialty Weapons Slot: Yes**

The Automatic Rifleman is the next step up in squad firepower. Carrying replicas of military rifles reinforced for sustained fire, the Automatic Rifleman is able to lay down fully automatic suppressive fire while retaining maneuverability, and may use their select fire capability to engage targets indoors with semi-automatic fire. Automatic Rifles must use the low or mid capacity non-winding magazines they are designed to accept and are not permitted to use box or drum magazines.

Automatic Riflemen trade their launcher and launchables for extra magazines, and are only authorized up to 12 thrown grenades (total frag & smoke) with no launchers.

Examples: IAR, BAR, RPK, MG36, Bren, Shrike, etc.

Automatic Rifles not in factory or military configuration must have a minimum 16 inch one piece barrel, a bipod, and be based on a receiver with an automatic rifle equivalent.

This is a Specialty Weapons Class, and uses one Squad Specialty Weapons slot.

Automatic Rifles may fire in semi or fully automatic (except indoors) at 1.5 joules with no minimum engagement distance.

# Light Machine Gunner



**Weapons:** Light Machine Guns  
**Fire Modes:** Semi or Fully Automatic  
**Energy Limit:** 1.5 joules, no MED  
**Special Ability:** Full Auto, Drum/Box Mags  
**BB Weight Issued:** .28g  
**Initial BBs Issued:** 1500  
**Grenade Cap:** 6 thrown  
**Specialty Weapons Slot:** Yes

The Light Machine Gun is the most common sustained fire solution for any squad. Light Machine Guns are replicas of belt fed dedicated machine guns which have seen military service and may use drum or box magazines. Light Machine Guns may only be used indoors if they are capable of a dedicated semi-automatic fire mode and may only use fully automatic fire indoors to engage targets fully outside of the structure they are in.

Light Machine Gunners may carry up to 6 thrown grenades (total frag & smoke) with no launchers or launchables authorized.

Examples: M249, RPD, Stoner 63, Mk43, etc.

LMGs not in original military configuration must have a feed tray and be incapable of accepting standard AEG magazines in order to use box or drum magazines.

This is a Specialty Weapons Class, and uses one Squad Specialty Weapons slot.

Light Machine Guns may fire in semi or fully automatic (except indoors) at 1.5 joules with no minimum engagement distance.

# Medium Machine Gunner



**Weapons:** Medium Machine Guns  
**Fire Modes:** Semi or Fully Automatic  
**Energy Limit:** 2.09 joules, 50ft MED  
**Special Ability:** Full Auto, Drum/Box Mags  
**BB Weight Issued:** .28g  
**Initial BBs Issued:** 1500  
**Grenade Cap:** 6 thrown  
**Specialty Weapons Slot:** Yes

The Medium Machine Gunner is the heaviest weapon on the field, but benefits from increased firepower. Medium Machine Guns are replicas of belt fed military machine guns chambered in full power cartridges such as 7.62 NATO or 7.62x54R. Medium Machine Guns are fed by drum or box magazines only, and must have at least a 16 inch outer barrel from receiver to muzzle threads. Chopped MMGs may still be used, but will be subject to LMG class rules and energy limits.

Medium Machine Gunners may carry up to 6 thrown grenades (total frag & smoke) with no launchers or launchables authorized.

Examples: Mk48, M240, PKM, M60 etc.

MMGs not in original military configuration must have a feed tray, use large caliber sized box magazines only, and have a minimum 16 inch one piece barrel.

This is a Specialty Weapons Class, and uses one Squad Specialty Weapons slot.

Medium Machine Guns may fire in semi or fully automatic at 2.09 joules with a 50 foot minimum engagement distance. MMGs may only be used indoors if shooting outdoors.

# Marksman



**Weapons:** Sniper Rifles, DMRs  
**Fire Modes:** Bolt Action or Semi Locked  
**Energy Limit:** 2.8 joules, 100ft MED  
**Special Ability:** Long Range Engagement  
**BB Weight Issued:** .4g  
**Initial BBs Issued:** 250  
**Grenade Cap:** 3 thrown  
**Specialty Weapons Slot:** Yes

The Marksman is the long range precision weapons class. Marksman rifles must use non-winding low or mid capacity magazines only and may carry up to 3 grenades (total frag & smoke). All Marksmen **MUST** carry a Handgun as a sidearm. Marksman rifles are bolt action rifles, or mechanically semi auto locked replicas that must meet one of the following criteria:

**1:** Are a faithful replica of real world military designated marksman rifles.  
Examples: M110, SR-25, M24, SVD Dragunov, L96, VSS Vintorez, Mk12 SPR, etc.  
Or, if not a faithful replica of a real world military designated marksman rifle:  
**2::** Are bolt action or semi auto locked military rifle caliber replicas with magnified optic, bipod, and 18 inch one piece barrel. Real world DMR replicas which do not meet length requirements must be in a correct military configuration. All marksman rifles must have a stock.

This is a Specialty Weapons Class, and uses one Squad Specialty Weapons slot.

Marksman Rifles may shoot 2.8 joules with a 100ft MED. Must be incapable of full auto. May only be used indoors if shooting outdoors at a target outside their MED.



## Heavy Machine Gun

**COMING  
SOON**

**Weapons: Crew Served .50cal**  
**Fire Modes: Fully Automatic, 600RPM cap**  
**Energy Limit: 2.8 joules, 100ft MED**  
**Special Ability: Heavy Machine Gun**  
**BB Weight Issued: .4g**  
**Initial BBs Issued: 1000**  
**Grenade Cap: 3 per crew member**  
**Specialty Weapons Slot: 1 per platoon**

The Heavy Machine Gun is a crew served .50 caliber weapons system meant to bolster the fighting capability of the platoon. Whether holding security on the respawn, mounted to a vehicle, or setting up in a hurry to support an assault, this is by far the heaviest firepower option with high energy and heavy ammo. This comes at the cost of being a crew served weapon, limited to one slot per platoon. Heavy Machine Gun crews must consist of a Gunner and an Assistant Gunner, both of whom must have standard Rifleman, Handgun, or CQB class weapons to engage targets within MED.

Heavy Machine Guns must be accurate replicas of real world .50 caliber or similar crew served weapons with a minimum weight of 45lbs for the complete weapons system and a rate of fire no greater than 600 rounds per minute.

Examples: M2, DShK, other .50cal crew served weapons.

Heavy Machine Guns may shoot 2.8 joules with a 100ft MED. Heavy Machine Guns must be mounted in an emplaced tripod position or mounted to a vehicle using a pintle mount to be fired. Heavy Machine Gun crews must be approved by command ahead of game day. Any Heavy Machine Gun crew which disregards any safety rules will be retired.

# Platoon Intelligence



**Weapons: Rifles, SMGs, Handguns**

**Fire Modes: Semi Automatic**

**Energy Limit: CQB Spec. or Rifleman**

**Special Ability: Drone Employment**

**BB Weight Issued: .28g**

**Initial BBs Issued: 500**

**Grenade Cap: No Grenades Authorized**

**Specialty Weapons Slot: 1 per Platoon**

The Platoon Intelligence player is a player class which allows the employment of personal drones at Gun Gamers Productions games. This player will attach to the Platoon's HQ section and will be authorized through the chain of command to employ their drone to gather intelligence. Platoon Intel players must apply to Gun Gamers Productions admin ahead of game day and provide their FAA registration number.

Platoon Intelligence players accept the responsibility of safely operating their drone in compliance with all FAA regulations and at the direction of their chain of command. Drones may not be shot down, but Platoon Intelligence players may not operate drones while dead, must seek authorization through chain of command before launching drones, and may only use the batteries and supplies they can carry into the field with them. Violation of any of any rules will result in the drone being grounded for the game.

There is only one Platoon Intelligence slot per Platoon, players must apply and be approved no less than one week ahead of game day in order to play this slot.

Platoon Intelligence players may only carry Rifleman, SMG, or Handgun class weapons. No grenades are authorized, as they must be able to carry their drone and batteries.

# Blank Fire (STAFF ONLY)

At venues which allow it, Gun Gamers Productions Staff may make use of blank fire to add immersion and intensity to gunfights. There is no requirement that players “call hits” to blank fire in their direction, but doing so for immersion can be fun. It is expected however that players react to blank fire by seeking cover and not advancing on open ground against active blank fire in their direction.

All staff, all blank ammunition, and all blank weapons are subject to approval from Admin. Any live ammunition of any kind is strictly prohibited at Gun Gamers Productions. Blank Fire must at all times have a visible blank fire adapter (BFA) fitted which blocks the muzzle.

Blank fire may only be used outdoors with a 50 foot 180 degree “safety fan” to the front of the shooter. Blank fire users must observe the 4 rules of firearms safety at all times, and may not engage with any living or dead players within the “safety fan.” Blank Fire staff will have an airsoft gun to engage targets indoors and within the safety fan.

All players have the authority to tell any staff member using blank fire if they are being unsafe, or any other staff member if any blank fire is being used unsafely. Blank fire safety violations will result in the retirement of the blank fire gun in question.

## Artillery & Explosive Charges

Artillery and explosive charge simulations may be used by players and factions depending on the event location, the mission set, and what resources are recovered in game. Taking or holding certain positions, recovering mission specific items, or using an in game prop are all ways players can earn artillery for their faction, while completing specific in game missions to destroy key positions will be the most likely use of explosive charge simulations. Pay attention to faction briefings to learn what assets are in play!

Each artillery strike or charge will be one or a series of audible “bangs” with black smoke radiating from an epicenter. All players within 40 feet of a black smoke epicenter are considered “hit” and must act out their death or pull a “dead rag.” Unarmored Vehicles within 40 feet of a black smoke are “destroyed” while any Armored Vehicles are “disabled” with any players fully inside protected.

All respawn beacons within 40 feet of an artillery strike or explosive charge are “destroyed.”

No black smoke grenades are authorized for players at any time, black smoke will only be utilized by staff for artillery and explosive charge simulations.

All simulated artillery and explosive charges are not to be handled by players unless instructed by staff that the asset is in play. Any simulated explosives not explicitly marked in play are to be considered out of play.

# General Vehicle Rules

Some Gun Gamers Productions games may include the use of vehicles to aid in logistics 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 [GunGamerProductions@gmail.com](mailto:GunGamerProductions@gmail.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. Helmets are required for all passengers in non-enclosed vehicles.

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. No exceptions. Vehicle staff will be in contact with drivers and crew ahead of game day to strategize and build rapport.

All vehicles must have at least one designated driver who remains with the vehicle at all times unless the vehicle is relegated to being out of play at a designated point with all game items unloaded and accessible.

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.

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.

Unarmored and Armored Vehicles may be in play and each have their own rules for being "disabled" or "destroyed."

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.

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.

# Unarmored Vehicles

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 attempt to detonate any pyrotechnics inside any Unarmored Vehicle. Please do your best to avoid doing so, but as a passenger or driver of an Unarmored Vehicle understand that you assume this risk.

# Armored Vehicles

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 all passengers.

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 all passengers. All occupants of an Armored Vehicle are expected to understand and assume the risk of this occurring. Ear protection is highly recommended.

# Common Props



## Water Canisters:

Water canisters must be carried with Platoon Respawns so that players can always have access to water refills. These may not be looted or dumped out, and should only be moved at the direction of the chain of command. Water canisters must remain with the Respawn Beacons and must be accounted for before players can use a Respawn Beacon and set up their Platoon Respawn.



## Respawn Beacons:

Respawn Beacons are a set which includes a tripod with a clay pigeon holder, a "beacon" can, an LED locator light, and hardware to connect the set together. When a Respawn Beacon is fully set up for a faction, players from that faction may respawn there. Respawn Beacons must not be placed inside buildings. If the clay pigeon is knocked out, players may not use the beacon until a "living" player has reinstalled the clay pigeon. Only the clay pigeons are lootable items.



## Communications Discs:

Communications Discs are clay pigeons which must be installed into a Respawn Beacon in order for it to be usable by players of its faction. These are the lootable portion of the Respawn Beacon set, and may be found in the field of play, looted from enemy players, or supplied through the chain of command. These will generally be contained in purple plastic cases.



## Medic Bags:

Medic Bags are a powerful in game item which may be found in the field, distributed, or looted from/by enemy players at any time. Medic Bags are blaze orange medical bags containing "IV bottles" of water. Drinking an "IV bottle" will revive any "hit" or "dead" player and allow them to reset their bandages or tourniquets. They may be administered to any "hit" player by any "living" player at any time regardless of "bleed out" status.



## Ammo Cans:

Ammo Cans may be found in the field of play, distributed by chain of command, or looted from enemy players or positions. Ammo Cans are the most common container for extra ammunition or explosives supplies which can be used by players who find them. The cans themselves should be returned to the chain of command, but the contents within are fair game for looting by any players.



# Packing List

In order to receive the event patch, players must stay in the game all the way until "Game Over." This can be easily accomplished so long as players prepare accordingly!

These are required items that you will not be allowed onto the playing field without. Ensure you have these or you will not be able to play!

- Full seal eye protection rated to ANSI Z87+ or greater impact standard. Eye protection must have a gasket seal and must not have any gaps or holes which may allow a BB through. Mesh eye protection is prohibited.
- Hard face/teeth protection required for all players under the age of 18.
- Appropriate footwear for a full day outside in varied terrain.
- Suitable clothing/headgear colored appropriately for your faction.
- At least two liters of water to begin the day with a refillable way to carry it.
- ACE type bandages or MilSim mock tourniquets for using the revive system.
- Enough food/snacks to keep you fueled for an active day outside.
- An approved airsoft replica with power source and empty magazines.
- Flashlight and/or night vision equipment for night portion of game.
- A watch or other timekeeping device in order to accurately track "downed" times.
- Index card with your name, any relevant medical conditions or medications, and emergency contact information clearly written. Keep this dry and legible via lamination or a plastic bag!

Please keep any medications you may need throughout the day on your person!

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 day on the airsoft field.

- Suitable load carriage solution to keep all equipment on your person at all times.
- Hearing protection such as earplugs or electronic muffs for pyro, blank fire, etc.
- Radio communications equipment. (REQUIRED for chain of command)
- 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.
- Trash bags in order to help keep the Platoon respawn point tidy and ready to move.
- 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.

# Respawning & Re-Equipping



Players who are “dead” may respawn at a Platoon Respawn Beacon which is set by Platoon Leaders. Players may not respawn at opposing Faction respawn points or in areas controlled by the opposing Faction.

Respawn Beacons will be the standard way for players to re-enter the game after being hit. These will be clearly marked and must be set up at captured control points or land marks. Event Staff will keep an eye on these. Respawn Beacons must not be set up inside of a building.

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

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 any trash generated at the Platoon respawn point. Respawns may not be moved until all trash has been cleared from the area and placed into a designated receptacle to the satisfaction of the Platoon Leader. We would like the option to return to any venues we host at, do your part!

Platoon respawn points may only be active while certain criteria are met depending on the game. Please read any supplemental materials published on each event page prior to attending!

Your Platoon respawn point will most likely move several times throughout the day. It is recommended that you be able to carry as much of your equipment on your person as possible while playing so that you do not have to take a long time packing up to move your respawn.

# 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, either act out your death and fall to the ground, or failing that you may simply yell "HIT!" to loudly and clearly indicate that you are dead and raise your hand or pull a "dead rag."

"Dead rags" are red, orange, yellow, or other fluorescent colored pieces of fabric that may be held in the air, placed on your head, or draped over your body in order to indicate "hit" status. These are strongly encouraged to prevent being shot more after you have been hit. At night, any blinking light may be used to indicate hit status.

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 healing, or do any other game action. While you are downed, any player may come up to you and use either a MilSim style tourniquet or an ACE type bandage to heal you and bring you back into the game. Bandages or tourniquets must be fully applied to a limb before you may resume play. If using a dead rag or dead light, you **MUST** remove/deactivate them before resuming play! 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."

Players may be healed twice in this manner, and when hit a third 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. "Dead players" must either use a dead rag, sling all airsoft guns, or hold their hands or guns over their head while walking to spawn.

## 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" 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 while telling them they're tapped out. 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!

# Faction Structure

Factions are the primary large units of each game and encompass all players who registered for that Faction. Factions are led by a Faction Commander who is a member of Gun Gamers Productions Event Staff. Faction Commanders will maintain radio contact with Admin at all times to ensure missions, supplies, and updates can flow as needed back and forth between players and Admin. Event Staff will be marked with distinct patches.

Factions will be organized into Platoons with a member of the Gun Gamers Productions Event Staff acting as Platoon Leader and collaborating with player appointed Squad Leaders in order to coordinate movements, conduct missions, and keep all players supplied and accounted for throughout the day.

Platoon Leaders, as Event Staff, have full authority in the game. They exist to ensure everyone has a fun and safe day of airsoft. If you have questions or issues, run them up the chain of command!

Each Platoon Leader will be in charge of 3-5 Squads, and each Squad will be composed of no less than 8 and no more than 12 players unless otherwise approved by Event Staff. Players who do not show up with a full Squad will be placed in a Squad and have a Squad Leader appointed for them! Please coordinate as much as possible with Event Staff via the planning pages prior to the event so that you can be placed in the best situation possible!

Squad Leaders must at all times remain in radio contact with the Platoon Leader and adhere to the chain of command to ensure players are accounted for and receiving resupply. Squad Leaders are encouraged to delegate moment to moment tactical coordination to trusted members of their Squad to assist. Squad Leaders are responsible for helping to coordinate movements, ensure the status of their squad's supplies, and keep player accountability. This is not a job to take so you can bark orders, incompetent leaders will be replaced.

Each Squad will have 4 Specialty Weapons Slots to fill at their discretion with Specialty Weapons Classes. Squads are not to exceed 4 Specialty Weapons Slots unless approved by Admin prior to "Game On."

Games run best when all players play within the spirit of the game and follow the chain of command!

## The Chain Of Command

Admin

Faction Commander

Platoon Leader

Squad Leader

All Other Players

# Player Role Responsibilities

Some players may sign up for leadership roles or other unique roles and must know what to expect when acting in that capacity. Players knowing the expectations and acting within the spirit of their role makes the game better for everyone on the field.

All players who request to be Squad Leaders will be considered for the role, but players who sign up as Squad Leaders for a group that they are coming with will be given preference over individuals who are not part of a group they are requesting to lead. Squad Leaders who perform exceptionally at Gun Gamers Productions games will be noted by the chain of command and given preference for future leadership roles as well. Squad Leaders are responsible for all tasks delegated in the Faction Structure outline, and may be called upon to assist the chain of command in other ways as well.

In addition to Squad Leaders, some Squads may divide into fire teams of 4-6 players. Fire Team Leaders (FTLs) are to be selected by Squad Leaders who wish to have them, and Fire Team Leaders will be expected to be in radio contact with their Squad Leaders. Fire Team Leaders are generally used to monitor supplies, maintain morale, and help coordinate movements of Fire Teams during combat operations. Players who do well as Fire Team Leaders will be noted and given preference for future leadership roles.

Some games may include a Headquarters (HQ) Element. HQ Elements are the right hand of the Faction Commander and will be used as a personal security detail and Quick Reaction Force (QRF) by Faction Command. HQ Elements will work very closely with the Faction Commander and may be expected to be on the move constantly with a very high operational tempo. HQ Elements may just as easily be expected to maintain security for long periods of time so that Faction Command can best do their job for the entire Faction. Signing up for HQ Element indicates your willingness and understanding to play this kind of supportive role which may be demanding but uniquely challenging.

Some games may include a Recon Element. Recon Elements are the eyes and ears of the Faction Command and will be used to conduct long range patrols and attempt to get eyes on or help to coordinate strikes against areas of interest. Recon Elements are expected to have exceptional radio communication skills and be willing to play the game by using intelligence as their weapon. Long range patrols, long walks to respawn, and little in the way of bombastic trigger time should be the expectation of the Recon Element. Players who want to experience a uniquely demanding way to play the game will enjoy this role, but it will be highly demanding and you will get out what you put into it.

Some games may call for Vehicle Crews. Vehicle Crews include at least one dedicated driver, one gunner, and one Vehicle Staff. Gun Gamers Productions will provide Vehicle Staff, and drivers who bring a vehicle to use at Gun Gamers Productions games will not be expected to pay for a ticket. Coordinate with event staff ahead of time via email at [GunGamerProductions@gmail.com](mailto:GunGamerProductions@gmail.com) to organize your Vehicle Crew. Vehicle Crews will be responsible for the logistical and tactical use of vehicles in a safe and effective manner. This role will involve the maintenance, employment, and navigation for the vehicle to ensure that it is a beneficial game asset for Faction Command. This role is to be considered a Platoon or Faction level asset.

# Factions & Uniforms

Every game from Gun Gamers Productions will feature player Factions fighting against each other as they attempt to complete missions, seize territory, and control resources throughout the game day. Factions may have varying rules of engagement, allegiances, weapon or equipment rules, or asymmetrical structures depending on the event and its theme. Please read any supplementary information published for each game!

Factions will have uniform codes which players must adhere to in order to clearly indicate their Faction allegiance. Failure to adhere to Faction uniform requirements may result in friendly fire and creative penalties.

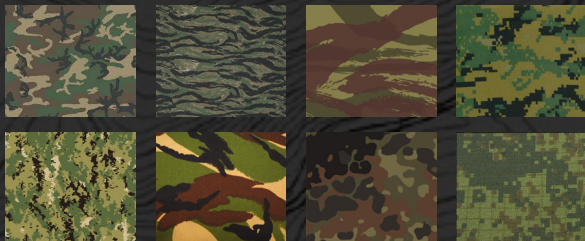
Unless otherwise stated prior to the game, primary Faction colors will be Green and Tan. Green Faction must have green or predominantly green camo based headwear, shirt, and pants. Black is also approved for Green Faction. Tan Faction must have tan or predominantly tan camo based headwear, shirt, and pants. Sufficiently light grey and white clothing are also approved for Tan Faction.

Wearing faction patches also aids in IFF and is highly encouraged. A faction patch is included with your ticket.

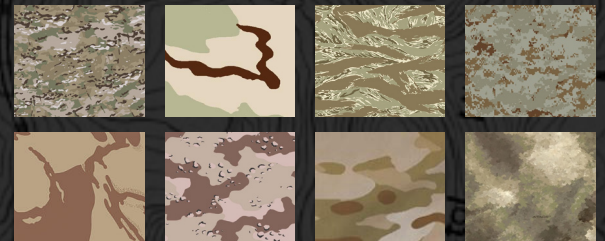
The color of vests, belts, backpacks, holsters, gloves, boots, or other gear does not matter for Faction uniform but is encouraged to match if possible to help players avoid friendly fire incidents.

## Example Loadouts & Patterns

Green



Tan



If you are uncertain which Faction your camouflage pattern is suited for, post up in the event page before buying your ticket and we will be happy to assist you with making that determination!

# 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.

Players are expected to be familiar with the full 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!

At any game that Gun Gamers Productions is running, unless explicitly stated in Gun Gamers Productions communications or Event Supplemental Documents well ahead of the event, will use all relevant Gun Gamers Productions rules. We do not host games at facilities where we use any of their rules to replace our own unless their version of the rule is a non-negotiable for safety, insurance, or other facility specific reasons.

Gun Gamers Productions predominantly uses email for communication with players. Please register using an email address that event staff can reach you. Waivers, Maps, Rosters, OpOrds, and other important event information will be emailed to players by both Gun Gamers Productions Admin and Faction Command. 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 may also take place in Facebook, Discord, or other social media groups as dictated by the Faction Chain Of Command. 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.

Gun Gamers Productions seeks to accomplish a high level of cohesion between as many players as possible. 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 large scale coordination which is difficult to achieve otherwise. A positive attitude can be a greater weapon 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 Ruleset is intended to answer as many questions as possible about how our airsoft games are played. If you still have questions, please post them in the Gun Gamers Discussion Group on Facebook, email them to [GunGamerProductions@gmail.com](mailto: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 is largely a social cooperative hobby about accomplishing missions 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.

## Special Thanks

Elite Force



ENgage Tactical



Spangler Forge



Amped Airsoft



## Changelog:

2022 - First Edition

2023 - Second Edition - added vehicle rules, platoon intel class, defined props.

10/2023 - Version 2.1 - added CQB Specialist, added blank fire & artillery rules, added packing list, added HMG, further defined rules on indicating dead status. Revised platoon intel class weapon classes.