



BUSH WOOKIE AIRSOFT WAR GAME FORMAT

Bush Wookie Airsoft Ruleset for War Game Format

This ruleset is to help prepare you for our 3-Day War Game series that includes Stormbreaker, Eagle Strike, Scorpia, Ark Angel, Fallen Sun and Hivemind campaigns.

This document will be broken into sections to help players quickly navigate particular topics whenever they need to. Each section will have a denote of an Equal sign followed by a number. Example being “=0.” The title of the topic will then follow. For those who are not familiar, if you hold down the key labeled “CTRL” on your keyboard and then hit the letter “F”, it will open a search bar that will search the whole page for whatever you type in it. Example being: hit CTRL+F, search =4, click down arrow twice to read the Weapon Classes ruleset.

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=1. Code of Conduct

1. Airsoft is a game of honor. If you don't have any then stay home. Your conduct on the field will make you famous or infamous.
2. Bad Conduct: Players who steal, cause bodily harm or otherwise break the law will be referred to local law enforcement, ejected from the game and banned from all future BWA events. This will get you sent home, banned and your information shared with other promoters, fields, and social groups to include the Southeast Airsoft Alliance.
3. Banned substances: BWA events are drug and alcohol free. This includes players, vendors and staff. Anyone in violation of this will be handed over to Law Enforcement and be banned from all future BWA events.
4. Calling Hits: Do not call opposing team players' hits. Calling opposing players out is poor sportsmanship and your side will be penalized.
5. Chain of Command: Players should observe and respect ranks such as Platoon Leader, Executive Officer and Commanding Officer.
6. Ranking officers will remember that airsoft is just a game and rank is a tool to provide structure for everyone's enjoyment.
7. There is no switching sides, period. It is not allowed and offenders will be ejected from the game and a lifetime ban from all Bush Wookie Airsoft events. Playing for the faction your Ticket was purchased for is the only play allowed. NO SIDE JUMPING after check in.
8. Cheating: CHEATING WILL NOT BE TOLERATED. You will be ejected from the event with no refund for repeat offenders. Penalties will be assessed for their faction based on the individual's actions.
9. Don't try to "game" the event, enjoy the experience so you can reminisce about it later in life.
10. If any players have any disputes, they are expected to resolve them in a sportsman-like manner like adults. Bush Wookie Airsoft prides itself on its crusade to build a better player base both on and off the field.
11. Smack Talk: Airsoft is a competitive sport for some, therefore, some smack-talk is expected. Do not call people names, especially people you don't know. There will be no bullying, physical contact, obscenities (used in malice) or any form of physical or mental intimidation. This will get you sent home, banned and your information shared with other promoters, fields, and social groups to include the Southeast Airsoft Alliance.



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12. **Friendly Fire counts. Friendly Fire counts. Friendly Fire counts**
 13. We do not yell out for others to call their hits, the correct response is "ref check". TO CALL SOMEONE OUT RESULTS IS A WARCRIME (loss of points for your side)
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=2. Event Rules

Full Seal Eye Protection. Must meet ANZi Z87.1 standard

1. Must sign a waiver upon arrival
2. YOU MUST CHECK IN, ATTEND THE SAFETY BRIEFING, and CHRONO
3. Joule limits for this event are hard and non-negotiable, ZERO EXEMPTIONS
4. Event age limit is 14 and up
5. Players that are 14-17 years old must have a parent or guardian present
6. Players that are 14-17 years old must have Full Face Protection (Full face mask/Goggles+mesh lower)
7. Event is SEMI ONLY besides LMGs, no burst fire/no binary
8. When indoors all weapons must be on semi (indoor to indoor shots in the same building). If your replica has a MED, you must use a different replica indoors
9. Grenades have a 15ft kill radius and must produce sound (must go boom)
10. Technicals take 2 grenade hits to be destroyed. 1st grenade=disables movement for 10 minutes, 2nd grenade=destroys it
11. Bio BBs only
12. No dry firing in admin area, all magazines must be out in admin area
13. The border for the active play area is marked with YELLOW caution tape. The yellow tape supersedes any maps at all BWA events.
14. No blindfire is allowed at BWA events. You must see your target when firing.
15. All hits to a player's body count as a kill, including gear and bags
16. Gun hits do not count, so long as it is the weapon in the hands of the shooter
17. Ricochets do not count. However, rounds that snap vegetation and continue on to hit you do count
18. NO Bang Bang Rule: No "Bang! Bang!" No surrender. No safety kills. A BB strike is the only thing that will take an opponent out
19. **Friendly Fire counts. Friendly Fire counts. Friendly Fire counts**
20. Reloading magazines may be done anywhere on the field
21. **No alcohol or illicit drugs on premise at all**
22. Uniforms must have the top and bottom of the same color scheme. If you are wearing head gear, it must be of your team's color scheme. (Draken=Green, Helios=Tan, Crows=Black, etc)
23. Gear color, such as Plate Carriers, does not matter



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24. "The Ben Rule"=All accessory clothing (Cloaks/Viper hoods, etc.) must be of the same color scheme as your faction (cannot wear green if you are on Helios). If unsure, email us at mark@bushwookieairsoft.com
25. "The Wnzlow Rule"=No Real Tree camo. Real Tree/Hunting camouflage is not authorized at BWA events
26. "The Get Over It Rule"=Ghillie Suit users are tagged/taped for our Events. House Helios=Yellow, House Draken=Green
27. Must have RED dead rag. A piece of cloth or t-shirt is allowed as long as it is RED and can fully cover your head and face
28. Must have a filled out, laminated medical card. A template will be emailed out and is also available on the website.
29. Water is provided for FREE at all War Game Events (3-day events)
30. **DURING THE EVENT, IF YOU WITNESS A REAL WORLD EMERGENCY (FIRE/INJURY/EYE PRO FALLS OFF) REPEAT OUTLOUD "BLINDMAN, BLINDMAN"**
31. **In the event you hear the words "BLINDMAN", you will immediately stop what you are doing and sit down. When the emergency has been dealt with, you will hear a 10 second countdown followed by "GAME ON". Gameplay then resumes.**
32. **During a BLINDMAN incident, staff may rollback players to a certain point on the field. This is to ensure no one tries to take advantage of an emergency situation.**
33. Physical Contact: Zero physical contact. No rubber knife kills are allowed at BWA events. No physical searches can be performed. At no point should you touch a player, admin or wildlife except to help them up or when they consent to Method 2 for dragging
34. While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
35. Electronic Warfare (jamming, listening in) IS NOT ALLOWED. - Frequent violators will be told to leave, without refund
36. EYEPRO MUST STAY ON ALL TIMES
37. Uniformed staff have final say. Do not argue with them.
38. All participants at BWA events must bring good vibes only

=3. Required Items

While on the AO:

1. Must be wearing have correct faction colors for Top/Bottom/Headgear
2. Must be wearing ANZi Z87.1 eye protection
3. Must be wearing appropriate closed toe footwear
4. Must have a Red Dead Rag
5. Must have x2 Tourniquets. No more, No less.



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6. Must have a laminated medical card. Must be stored in one of the following locations with the first being the priority: Right shoulder pocket, Right side pouch for your Chest Rig or Plate Carrier, Front Dangler Pouch, Front Admin Pouch, Rear Admin pouch on belt setup.
7. Must have a Red Dead Light (For Phaseline Yellow/Black Only)

All players are subject to inspection at any time during the game. If you are found with a missing required item then you will either be sent back to respawn if you have replacements there, or you will be sent off the field if you have replacements back in the admin area.

=4. Weapon Classes

Rifle/SMG/Shotgun/Pistol

Semi-auto only at all times. 1.6 joules .32-gram BB – HPA / GAS and AEG
MED-0ft, RPS Limit-N/A. Must maintain joule limit regardless of what BB weight is being used or any temperature changes that occur.

LMG/Light Machine Gun

Semi-auto and Full-auto allowed. 1.8 joules .32-gram BB – HPA / GAS and AEG
MED-40ft, RPS Limit-30. If the replica is magazine fed, it must have a bipod attached. MED is 40ft regardless of what the replica chronos at and whether or not if it has Semi-auto capabilities. Must maintain joule limit regardless of what BB weight is being used or any temperature changes that occur.

Authorized LMG Replicas: M249, Mk46, MK48, RPK, RPK16, AR styles with belt-fed uppers, L86, MG4, MG36, M27, Stoner 63, Stoner 96, BAR 1918, RPD

MMG/Medium Machine Gun

Semi-auto and Full-auto allowed. 2.1 joules .32-gram BB – HPA / GAS and AEG
MED-75ft, RPS Limit-30. All MMG replicas must have a bipod attached, or be mounted to a tripod. MED is 75ft regardless of what the replica chronos at and whether or not if it has Semi-auto capabilities. Must maintain joule limit regardless of what BB weight is being used or any temperature changes that occur.

Authorized MMG Replicas: M240, M60 (all variants), 1919, Type 96, MG42, PKM, ZB-26, ZB-30, PKP

DMR/Designated Marksman Rifle

Semi-auto and Full-auto allowed. 2.1 joules .32-gram BB – HPA / GAS and AEG
MED-75ft, RPS Limit-N/A. All DMR replicas must have a bipod and magnification scope attached. MED is 75ft regardless of what the replica chronos at. Must be SEMI-LOCKED. Must



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maintain joule limit regardless of what BB weight is being used or any temperature changes that occur.

Authorized DMR Replicas: M110, SR25, M82, M98, M107, HK417, G28, Type 64, PSG-1, VSS, AS Val, KC-02, SSQ22, SSX303, SVD, L1A1, FAL, M14, SCAR-H, G3

Sniper Rifles

Bolt-action and Lever-action only. 3.6 joules .40-gram BB – HPA / GAS and AEG
MED-100ft, RPS Limit-N/A. MED is 100ft regardless of what the replica chronos at. Must maintain joule limit regardless of what BB weight is being used or any temperature changes that occur.

Special Rules

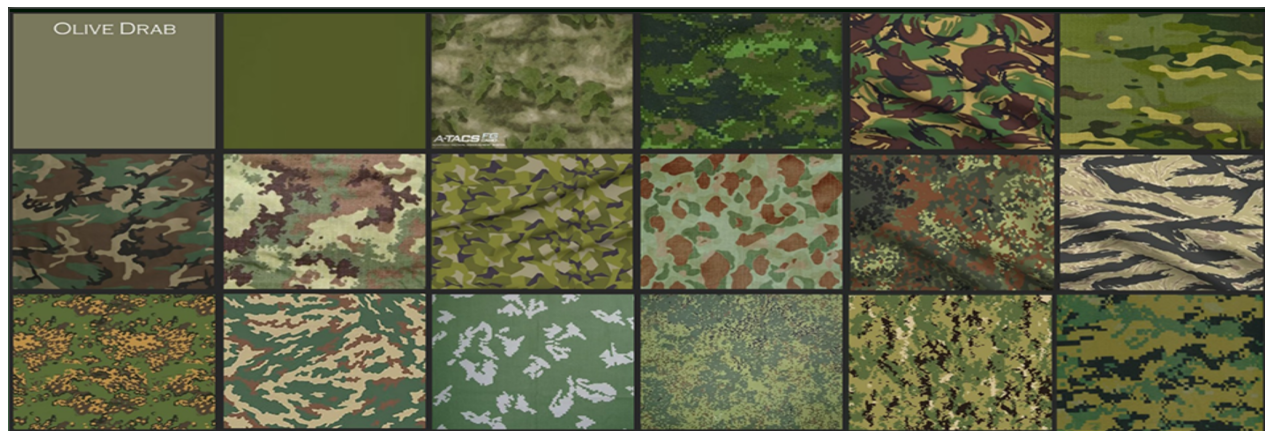
- WWII Era Bolt Actions that Chrono at 1.6 joules w/.32g will have no MED
- Replicas must meet joule limit regardless of the weight they use (if using a higher gram BB, you must notify the Chrono staff)
- AEPs that chrono under 1j w/.32g are authorized full auto with 10ft MED
- Any role with a MED requires a side arm
- Shields are allowed if they adhere to the following: No more than 3ft wide and 5ft long, Cannot use airsoft replicas and shield at the same time, Must be made of metal/wood, Plastic can be used for window, Full plastic shields are not allowed at this time

=5. Uniform Restrictions

Each faction consists of certain uniform colors that players must adhere to. The only clothing that must match faction colors are your Top/Bottom/Headgear (shirt, pants, helmet/hat)



House Draken (Green Based Camos)



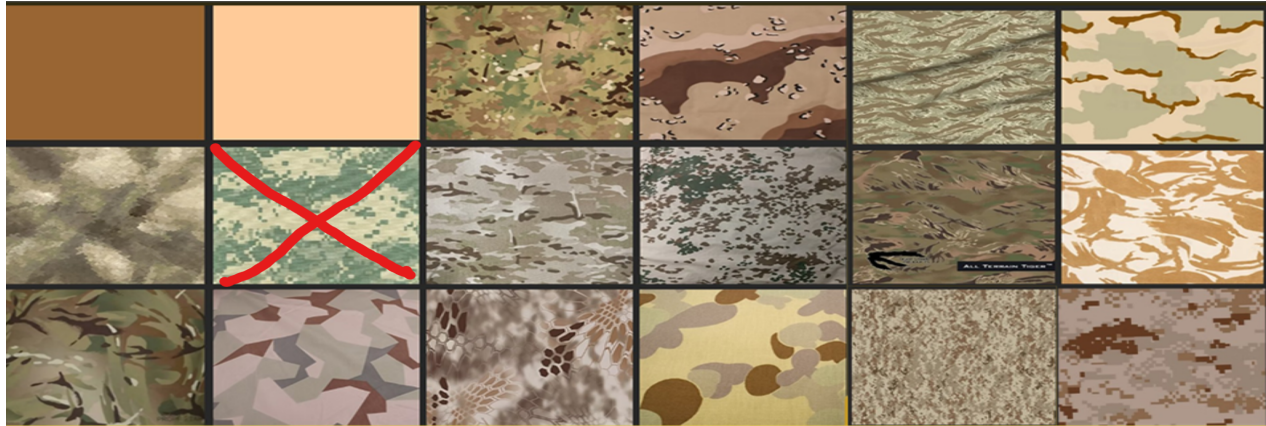


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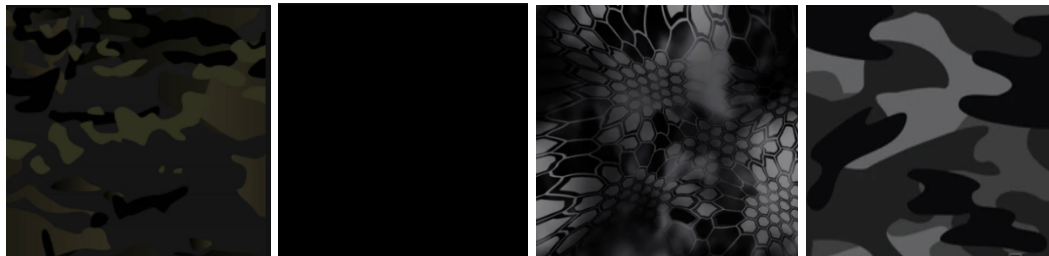
House Helios

(Tan Based Camos)



Court of Crows

(Black based camos, NO Solid Grey)



=6. Medical Rules

Buddy Aid Medical Allowed

1. Airsoft/Training Tourniquet (Mama J/Clover Airsoft/MSW/TCA/etc)

Buddy Aid Explained

1. Once hit, players must stay in place for 5 minutes before they can return to a respawn point
2. During the 5 minutes, they can receive Buddy Aid
3. Buddy Aid is when another player applies a Buddy Aid Medical item, such as a tourniquet, to a player that is hit



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4. A hit player can be **dragged** to a different location
5. A player may receive Buddy Aid **twice** before needing a medic

Medic Aid Explained

1. Once hit again for a third time (the player has two Buddy Aid items applied to them), a player must stay in place for 5 minutes before they can return to a respawn point
2. During the 5 minutes, they can receive Medic Aid
3. Medic Aid is when a medic hands off a medical marked water bottle to the hit player for them to drink. After drinking it, a player may remove 1 tourniquet. The player must drink the entire water bottle.
4. To better clarify, the following is how it's done:
 - 4.1. Medic issues water bottle to hit player
 - 4.2. Player drinks the entire water bottle
 - 4.3. Player gives empty water bottle back to medic
 - 4.4. Medic will put that bottle back in the bag.
 - 4.5. Medic will tap you on the shoulder
 - 4.6. Player removes 1 tourniquet for each bottle they consumed
 - 4.7. Player removes dead rag and is alive again
5. Medics are required to leave no trash behind. Don't rush to failure. This obstacle will help add to the player's game experience
6. Medics will receive a brand new water bottle for each used one they turn in. (medics may only carry up to 20 bottles at a time)
7. Medic Armbands are provided for the event. Each medic for both teams can be identified by these armbands. Medics will wear 2 armbands, one for each arm.
8. A player can be **dragged** to a medic, bleed out timer does NOT STOP when being dragged
9. For Bush Wookie Airsoft Events, the following is how we define the term **dragged**, as in "to be **dragged** to a new location". A player can move a hit player from one location to another by using 1 of 2 methods
 - 9.1. Method 1 is to maintain contact and have both players move together, neither players can shoot for this one.
 - 9.2. Method 2 is to physically drag them by their plate carrier drag handle, both players can shoot (sidearms only)
10. The player WHO IS HIT is the only one that can give permission to be **dragged** and then clarify what method
11. If the downed player is hit again while being dragged, they must holster their sidearm and cannot shoot until revived.



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12. If the player that is dragging is hit, they must let go of the downed player and begin their own bleed out timer.

=7. Technicals/Vics

1. Must submit application to mark@bushwookieairsoft.com before purchasing a technical ticket
2. Required items for Vehicles at all times: 2x2ft red flag/dead rag, fire extinguisher, seatbelts for every passenger, tie down harness for all gunners, helmet for every crew member, first aid kit, full case of water (24 bottles min)
3. All drivers must be 18 years of age, all drivers must also possess a valid drivers license
4. Vehicles must have proof of liability insurance (PLUPs are acceptable but require proof) sent to staff along with vehicle photos for inspection
5. **All vehicle crews must be composed of a Driver, Vehicle Commander and Gunner (if applicable)**
6. Vehicle crews must stay with the vehicle at all times. Any technical that has it's engine on and/or is in motion on the field that is caught without a driver will result in the entire crew being removed from the event.
7. LIVE vehicles can transport "Dead" players back to their CCPs (ENCOURAGED TO DO SO)
8. All windows must be up at all times while on the AO
9. Vehicle speed on main roads is 15 mph, off road is 5 mph
10. Vehicle crews must complete a safety test on Friday at the designated time. If a vehicle crew cannot do the safety test on Friday at the designated time, that vic cannot be used.
11. When operating during low light hours, headlights must be on and functioning
12. **When reversing the vehicle, the VC must dismount and ground guide**
13. All technicals must be parked in the designated Motor Pool when not in use.

=8. Drones

Electric powered drones ONLY at BWA Events.

1. You must accept the fact your drone may break! We are not responsible for any damages that your drone may incur



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2. Airborne Drone/UAV applications must be submitted to us no later than 4 weeks out. This can be done by emailing us with the subject line "Drone Application" and be sure to include initial pictures and what faction you will be fighting for. Must also provide proof of your TRUST certificate
3. Ground Drone/RC applications must be submitted to us no later than 4 weeks out. This can be done by emailing us with the subject line "Drone Application" and be sure to include initial pictures and what faction you will be fighting for
4. YOU CANNOT SHOOT AT AN AIRBORNE DRONE/UAV
5. Airborne Drones/UAVs cannot be shot down but can be disabled by destroying the enemy team's Drone Tower located at their TOC
6. Airborne Drones/UAV operators must be at their respective TOC while operating their drone
7. Airborne drones must stay below 120 feet
8. Ground Drones/RCs can be destroyed by shooting its critical hit spot, which is designated by either an electronic bb sensor or balloons
9. When a drone is destroyed, the operator may drive it back to their location. For airborne drones, just fly back to the TOC
10. To "revive" a drone system, you must be inside your faction's TOC or The Chop Shop. Simply attach new balloons or reset the bb sensor to "revive" the drone system
11. You CANNOT use MK2 Paladin rounds or Nerf footballs on drones (including the improvised anti tank device)
12. You CANNOT TOUCH any drone that does not belong to you nor throw any object at one. You MAY place obstacles, such as fallen trees, on the pathway it's on to hinder or block its movement. You MAY place a cloth over a drones camera to hinder its visuals (gently)
13. Ground Drones must adhere to the following:
 - 13.1. Assault Drones (drones with turrets) must have an exposed 6 inch by 6 inch electronic light up bb sensor (shooting this sensor destroys it). Can be substituted by attaching six balloons and they must be inflated to a 6 inch diameter
 - 13.2. Recon Drones (drones without turrets or bombs) must have two balloons(any color) attached to it and they must be inflated to a 6 inch diameter
 - 13.3. Bomb Drones (drones with a one time use bomb system, "RC-XD" types) must have one balloon attached to it and it must be inflated to a 6 inch diameter

Assault Drones may only use 6mm airsoft replicas on their turret systems



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=9. Pyro/Smoke/Launchables

1. Only authorized launchable grenade rounds are TAGinn Fate/Reapers/Velum-Mk2 rounds and Stingray M72 and AT4
2. Only authorized smoke and sound producing grenades are EG67, WP40, WP40D, TP40, Twin Vent, EG18x, EG18, AFG-4, AFG-6, Tag-67, Tag-18, Tag-19, Thunder-B and Thunder-C products
3. MED for launchable grenade rounds is 100ft
4. Launchable round usage are restricted to Anti-Vehicle (AV), Anti-Structure (AS), and Anti-Infantry (AI)
5. Launchable rounds are restricted to the following targeting parameters: TAGinn Fate and Stingray M72/AT4 are AV and AS only, TAGinn Reapers are AV and AI with specific modifiers —> TAGinn Reapers cannot be fired at personnel but can be fired near them to discourage maneuver. Irresponsible use of these devices and rules will result in immediate removal from the event.
6. Grenades have a 15ft kill radius and must produce sound (must go boom)
7. Technicals take 2 grenade hits to be destroyed. 1st grenade=disables movement for 10 minutes, 2nd grenade=destroys it
8. No smoke grenades can be thrown inside enclosed spaces (shipping containers, building with a roof)

=10. Faction Frequencies

House Draken:	House Helios:	Court of Crows:
FRS 3 462.6125	FRS 8 467.5625	FRS 13 467.6875
FRS 4 462.6375	FRS 9 467.5875	FRS 14 467.7125
FRS 5 462.6625	FRS 10 467.6125	
FRS 6 462.6875	FRS 11 467.6375	
FRS 7 462.7125	FRS 12 467.6625	