



BUSH WOOKIE AIRSOFT SPECIAL GAME FORMAT

Bush Wookie Airsoft Ruleset for Special Game Format

This ruleset is to help prepare you for our Special Game series that includes Atomic Cell and Bloodmoon Outbreak.

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 you will be penalized for doing so.
5. 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.
6. Don't try to "game" the event, enjoy the experience so you can reminisce about it later in life.
7. 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.
8. Smack Talk: Atomic Cell and Bloodmoon Outbreak are full immersion roleplay events, therefore, some smack-talk is expected if it aligns with the character that person is playing. 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.
9. **Friendly Fire counts. Friendly Fire counts. Friendly Fire counts**

=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.



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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. Vehicles 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. 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.
23. Must have a filled out, laminated medical card. A template will be emailed out and is also available on the website.
24. Water is provided for FREE at all War Game Events (3-day events)
25. **DURING THE EVENT, IF YOU WITNESS A REAL WORLD EMERGENCY (FIRE/INJURY/EYE PRO FALLS OFF) REPEAT OUTLOUD "BLINDMAN, BLINDMAN"**
26. **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,**



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you will hear a 10 second countdown followed by “GAME ON”. Gameplay then resumes.

27. **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.**
28. While in the staging area pistols must be holstered. All other weapons must have the magazine removed and the chamber cleared.
29. Electronic Warfare (jamming, listening in) IS NOT ALLOWED. - Frequent violators will be told to leave, without refund.
30. EYEPRO MUST STAY ON ALL TIMES.
31. Uniformed staff have final say. Do not argue with them.
32. All in-game currency, yellow-tagged items to include Quest Items, ALL BBs, and in-game medical items ARE LOOTABLE
33. All participants at BWA events must bring good vibes only.

=3. Required Items

While on the AO:

1. Must be wearing have correct clothing 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 correct Special BB Bottle
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

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.



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=4. Gun Restrictions

AEG (Electric Powered Airsoft Guns)

Semi-auto only at all times. LMGs are allowed and are exempt from the Semi-Only rule. Must have a bright red tape somewhere on the replica with your name and number on it (in the event you lose it and someone finds it, we can get it back to you).

Must choose and adhere to the one of the following magazine restrictions:

1. 3 midcap magazines
2. 1 highcap magazine, 1 midcap magazine
3. 1 drum magazine, 1 midcap magazine

Must have at least **TWO** of the modifiers below:

1. Rusted, Weathered, Beat-Up appearance
2. Damaged Optic (cracked glass, weathered, etc)
3. One piece of 6-inch cloth
4. 6-inch strip of tape on handguard
5. 6-inch strip of tape on receiver
6. One part of the Replica superficially broken (no sharp bits)
7. Replica put together via an amalgamation of non matching parts (Frankensteined)
8. Makeshift attachment (fake oil can suppressor, magnifying glass scope, extra wires and pipes)
9. Pink color scheme

GBB/GBBR (Gas/CO2 Powered Airsoft Guns)

Semi and Full-auto allowed. If you decide to add a HPA adapter to your setup, you must then adhere to the HPA ruleset below. No restrictions on appearance. Must have a bright red tape somewhere on the replica with your name and number on it (in the event you lose it and someone finds it, we can get it back to you) If the replica is Bolt-Action operated or Lever-Action operated, they must also follow the **Bolt-Action and Lever-Action replicas** category below.

HPA (High Pressure Air Powered Airsoft Guns)

Semi-auto only at all times. No LMGs. Must have a bright red tape somewhere on the replica with your name and number on it (in the event you lose it and someone finds it, we can get it back to you)



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Must adhere to the following magazine restrictions:

1. 3 midcap magazines

Must have at least **TWO** of the modifiers below:

1. Rusted, Weathered, Beat-Up appearance
2. Damaged Optic (cracked glass, weathered, etc)
3. One piece of 6-inch cloth
4. 6-inch strip of tape on handguard
5. 6-inch strip of tape on receiver
6. One part of the Replica superficially broken (no sharp bits)
7. Replica put together via an amalgamation of non matching parts (Frankensteined)
8. Makeshift attachment (fake oil can suppressor, magnifying glass scope, extra wires and pipes)
9. Pink Color Scheme

Spring, Low Power (Spring Powered Airsoft Guns, “Springers”)

Single Fire only at all times. Not allowed to have magnified optics or electronic optics.

Must have a bright red tape somewhere on the replica with your name and number on it (in the event you lose it and someone finds it, we can get it back to you)

Must adhere to the one of the following magazine restrictions:

1. No magazine restrictions

Must have at least **TWO** of the modifiers below:

1. Rusted, Weathered, Beat-Up appearance
2. One piece of 6-inch cloth
3. 6-inch strip of tape on handguard
4. 6-inch strip of tape on receiver
5. One part of the Replica superficially broken (no sharp bits)
6. Replica put together via an amalgamation of non matching parts (Frankensteined)
7. Makeshift attachment (fake oil can suppressor, magnifying glass scope, extra wires and pipes)
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Bolt-Action and Lever-Action replicas

Bolt-Action and Lever-Action replicas must follow additional rules. Players must choose which category to fall under: **Marksman** or **Survivor**

Marksman Ruleset:

Must have a magnified optic and bipod. It also must adhere to the Marksman Joule limit.

Must have at least **TWO** of the modifiers below:

1. Rusted, Weathered, Beat-Up appearance
2. Damaged Optic (cracked glass, weathered, etc)
3. One piece of 6-inch cloth
4. 6-inch strip of tape on handguard
5. 6-inch strip of tape on receiver
6. One part of the Replica superficially broken (no sharp bits)
7. Replica put together via an amalgamation of non matching parts (Frankensteined)
8. Makeshift attachment (fake oil can suppressor, magnifying glass scope, extra wires and pipes)
9. Pink or Blue color scheme

Survivor Ruleset

Cannot have a magnified optic or bipod, and must adhere to the Survivor Joule limit.

Must have at least **TWO** of the modifiers below:

1. Rusted, Weathered, Beat-Up appearance
2. Damaged Optic (cracked glass, weathered, etc)
3. One piece of 6-inch cloth
4. 6-inch strip of tape on handguard
5. 6-inch strip of tape on receiver
6. One part of the Replica superficially broken (no sharp bits)
7. Replica put together via an amalgamation of non matching parts (Frankensteined)
8. Makeshift attachment (fake oil can suppressor, extra wires and pipes)
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Melee

Soft Foam Only is allowed. Must pass a two part screening process.

Step 1. Safety Brief and Exam (during the check in process)

Step 2. Sparring Exam with Master-At-Arms

The screening process will only take place on the Friday portion of the event. Any player who is late to their start time will be denied. Once you pass your Sparring Exam, the Master-At-Arms will proceed to tag your melee with the event-specific safety tag.

=5. Clothing Restrictions

Scavs clothing must consist of at least **ONE** clothing modifier that is listed below. This applies to EACH article of clothing you are wearing for your Top/Bottom/Headgear (You must have a modifier for each one one)

1. Torn/tattered/weathered appearance
2. 6-inch strip of tape in 3 different areas (1 area for Headgear)
3. Non-matching patches of material sew on at least 3 different areas
4. Fake blood splatter covering at least a 6-inch by 6-inch area
5. Brandage covering 6 inches of surface area longways (up and down)
6. Apocalyptic style item addition such as fake barbed wire or
7. Animal pelt
8. Fake animal or human skull

=6. Medical Rules

Medical Allowed

1. Event designated and tagged stimpack

Medic 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 be stimpacked
3. Medic Aid is when another player applies a Medic Aid Medical item, such as a Stimpack, to a player that is hit
4. A hit player can be **dragged** to a different location
5. There is no limit on how many times a player may be stimpacked



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Respawning Explained

1. Once hit, players must stay in place for 5 minutes before they can return to a respawn point
2. After that 5 minutes is up, they are considered to have “bled out” and must return to an authorized respawn point
3. Once they touch the designated respawn totem, they are considered back in alive and back in play

=7. Roleplayers/NPCs (Non Playable Characters) and Drift Town

Atomic Cell and Bloodmoon Outbreak will feature Roleplayers that will undertake a variety of roles. Some of the Roleplayers will have a designated White armband. These NPCs are here to make your experience unforgettable and we included some guidelines below to help you:

1. If a Roleplayer has a White or Pink armband, they cannot be killed or shot at.
2. Roleplayers that have White or Pink armbands will have quests to give out. These quests can be Storyline Quests, Side Quests, or Job Board Quests.
3. All event designated Roleplayers will have an identification device on them. They will have this on them at all times so they can identify themselves to players should a player request verification
4. Some Roleplayers are also working as Admins. They can be identified by a BWA Admin patch on their costume. They can provide assistance and guidance during the event but players should seek out Admins who are wearing High-Vis vests if they have any safety or administrative questions
5. The Roleplayers for the event are doing exactly what their name suggests, playing a role. They may be given a character who is “mean” or “not sociable”. This is only a role they are playing and does not reflect their actual character or personality. Therefore, players should remember to not take anything personal and that it is just a game.
6. With respect to the guidance stated above, Roleplayers will NEVER make out of character threatening statements, use curse words at you, hit you, berate you, or anything else that is not within the specific character scope they are given by the Game Master



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=8. Drones and Pyro

1. Only authorized sound producing grenades are EG67, AFG-4, AFG-6, Tag-67, Tag-18, Tag-19, Thunder-B and Thunder-C products
 2. NO SMOKE GRENADES are allowed at Atomic Cell or Bloodmoon Outbreak
 3. Launchable round usage is NOT ALLOWED at Atomic Cell or Bloodmoon Outbreak
 4. Grenades have a 15ft kill radius and must produce sound (must go boom)
 5. No homemade or 3D-printed pyro devices are allowed at BWA events
 6. No Drones are allowed at Atomic Cell or Bloodmoon Outbreak.
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=9. Loot Economy

Atomic Cell features a unique and dynamic loot economy. Players will be briefed on site what the official authorized currency for that event is. But trading items and gear is the preferred way to barter in the Wasteland at Atomic Cell. Players are encouraged to bring items to trade and barter with other players and vendors.

During the event, players may find gear and guns in loot crates across the Wasteland. There are very simple rules to follow when looting in the Wasteland:

Does it have Yellow or Red tape or markings on it? Then you **CANNOT** keep it

Does it have Red tape? Then that is not loot. That is a player's personal gear. Turn into an admin if you find an item with Red tape on it

Does it have Yellow tape or markings on it? That item is **LOOTABLE** from players but must stay on the field at all times. These items will be Quest items, Game props and other event designated equipment

No tape or markings? You can keep that forever. It's yours. Trade it, sell it, throw it away. Up to you. If you open a Loot Crate at the event and it has a 5.11 Hexgrid Plate Carrier in coyote brown color in it, and it has no Red or Yellow tape on it, that becomes yours (unless you get shot before you touch it)

Construction material, glass, nails, rusted metal, barrels, or anything else that looks to be a part of the environment or venue, is **NOT LOOTABLE**. Don't touch it.

Atomic Cell is regarded as a "Massive Swap Meet while getting shot at". Players are encouraged to participate and get their nerd on as this is one of the only Airsoft events in the world that doesn't require you to bring your own gun.



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=10. FPS/Joule Limits

In this section you will find the power limits for each category of replica. Power limits are grouped together by what your replica is powered by, AEG=Battery powered guns, Gas powered guns, Spring powered (low power springs not including bolt-actions). For replicas that are considered LMGs (Light Machine Guns) and replicas that are Bolt-Action operated, they will have to adhere to the **Special Power Restrictions**

Class:	Chrono BB Weight:	Joule Limit:	MED:
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AEG	.32g	1.6	0ft
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Gas/CO2	.32g	1.6	0ft
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Springers	.32g	1.6	0ft
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Special Power Restrictions

LMGs	.32g	1.6	40ft
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Marksman	.32g	3.1	100ft
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Survivor	.32g	1.6	0ft
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