**Getting hit**

* When shot, a loud call must be made and the player is considered out of game.  The player must place a ‘HAND’ in the air to show they are no longer live and immediately fall to the ground calling for help.
* A hit is anywhere on the body or the gun and ricochets should also be taken; if you think you’ve been hit take it.

**Getting back in the action ) If wounded**

* A bandage/tourniquet must be applied to the area hit if a wound is discovered. To move a wounded player, make it look good!. Contact must be kept during the entire move, if this contact is broken, the player must fall to the ground again!
* You may try to crawl! Take down your hand and you MUST CRAWL.  If shot whilst crawling, you are HIT again.  You must keep calling out for a medic during the crawling.

**Pyro Effects**

**EXPLOSIVE PYRO IS A WOUND, NOT A KIA!!!**

* **Inside**- Whole building or structure is wounded
* **Outside** - 5m radius – HARD Cover has effect.  If an explosive grenade lands within 5m of you, you are going to take a hit when it goes off - running away and blowing up spectacularly is optional, but always looks more awesome than just falling over :)

**STUN –Thermo Baric**

* Blinded and stunned for 10 seconds

GAS – (GREEN SMOKE)

* You cannot entre a green area/GAS unless you have a breather.
* Affects are blindness and then death if mask isn’t on in 30 seconds of exposure.

ATMOSPHERIC – (YELLOW SMOKE)

* Full Suit must be warn if moving through a yellow aree/GAS. 60 second death count if exposed.

**INCENDIARY GRENADES (RED SMOKE)**

* **Outside only** - 5m radius area denial.  If an incendiary grenade goes off within 5m of you, it's time to run away before you burn to death.  Don't worry where the smoke blows, you just need to stay out of a 5m circle around the pyro until it has finished smoking.

**Whilst in field all players must:**

* Carry 2 bandages
* Carry 2 grenades max
* Soldier - Only have up to 600rnds worth of ammo loaded in mags
* Support Gunner - Only have up to 3000rnds worth of ammo loaded in mags
* Players must NOT take into the field any more MAGS than their ammo limit!
* You can only reload at a controlled re-gens, (this includes BFGs), unless you push/drop the bbs in your mags by hand (no loading tool/pouring into high caps).
* You may carry only 3 standard loaded Pistol mags.  Any more must be included in your ammo limit.

**SIN BIN!!!**  Anyone found repeatedly breaking the spirit of the game or site rules will be removed from the game for 5 mins and if this continues will be asked to leave the site.

Shooting at each other.

All action will work in the same way but in some cases the crew may be a bit ‘Tasty’ and require more attention to put them down. We ask that this is the point the players and crew remember they are all in the field to have fun together and make every effort to take care and think about what’s going on. Shoot a baddy and watch them slowly get up again with open mouths before putting another round in etc..

We try and avoid headshots. Execute by all means but ‘NOT IN THE HEAD’ at point plank range, we’re role players and a shot into the ground near the person will be enough to symbolise ‘execution’

Can we also make the combat look epic rather than ‘tacticool’ too. By all means get your operator on and ‘watch them corners’ but we are playing a game set in the future with a 1980s flavour, this is not a teir1 military op in Afghanistan, so keep the shooting fun play recoil if you don’t already have it.