

D-Day Filmsim rules.

All Soldiers start with 2 bandages / hits! Any friendly player can heal the first hit by tying one of the injured players bandages to their arm. On the second hit the soldier can only be bandaged by a medic, the third hit is a KIA.

If the soldier has more than 2 hits due to being a veteran, they can take more wounds (carry more bandages for themselves) and can be healed more times before KIA

When out of hits the wounded player must return to their CP and go to the medical tent and registered as KIA (Killed In Action) then return as a new trooper.

Welcome to the FRONT LINE soldier.

When shot the soldier makes the load call of 'HIT' and must fall to the ground calling for help (Medic). A shot player shouldn't be targeted and cannot return fire until healed!! All wounded players have two minutes for a fellow soldier to get to them before they bleed to death and must take a KIA (Killed In Action) Any soldier can return to their CP and be fully restored to full hits by visiting the Medical Tent (all bandages taken off and returned to the soldier) Return to combat fresh and ready.

Moving wounded. One man with two hands or two men with one hand each can drag a wounded soldier to safety! (Medics have their own rule)

Capturing Wounded soldiers

The enemy can capture any wounded player left behind or not reachable by their own side. To do this all the enemy needs to do is medic the wounded player, they will then be considered a POW (Prisoner of war). POW's must make their way back to their own HQ (out of game) and register MIA (Missing in action) they will then be added to the POW list.

You can also take a KIA at anytime you have been shot if it looks like no one can get to you or your stuck in the middle of a fire fight. Just put your hand in the air and call 'DEAD MAN WALKING' and return to your CP.

Rules for load outs

Each style of soldier has its own category and load out; the load outs are defined below.

1. Lieutenant – In command of up to 15 men

1 Radio to HQ

Can carry 600rds and 2 grenades.

2. Soldier

Can carry 600rds and 3 grenades.

3. Sniper

Can use a single shot bolt-action rifle up to 500fps with a .2 bb

Can carry 150rds and 2 smoke grenades.

4. Medic

Call sanctuary. The medic has got to a wounded soldier and places one hand on their shoulder, when this is done the medic waves a flag of truce and calls 'Sanctuary', neither the medic nor the wounded soldier being rescued can be targeted until the medic begins to heal the wound (put a bandage on). Medics cannot open fire until the bandage is on! However they only need to use one hand to move a wounded soldier to safety.

Can carry 600rds and 2 smoke grenades

5. Support

Can use a support weapon firing at up to 370 fps with a .2bb

Can carry 2000rds

6. Engineer

Can set charges and defuse bombs!

The Engineer can use a Bazooka to take out enemy vehicles! and can repair damaged vehicles in the field by waiting with the vehicle for 5 Minutes per hit taken until all the hits are fully repaired and the vehicle will become active again. Vehicles can also be repaired at a CP. If the vehicle is captured from the enemy, the magnetic Allied star or German Cross must be changed to the current controllers emblem.

Can carry 600rds and unlimited grenades.

All soldiers can carry up to 100rds of pistol mags

Vehicles at GUNMAN

Only a person that has held a full drivers license for 5 years may drive Vehicles in the game. All vehicles will be marshalled. All 4-wheeled+ vehicles are considered armoured and will be awarded a certain amount of hits. Only strikes on the wheels or marked targets on the vehicles will count as a hit.

So there is no confusion we will be using magnetic flags slapped on the side of the vehicles to show who has control of the vehicle at the time.

UNIFORMS

All uniforms must look the part the key here is effort. No modern camo!!

ALLIES should be wearing either authentic uniforms or:

British: Olive Drab (OD) with a beret or helmet – British fabric flag on the arm.

American: Dark Tan/OD trousers, a green jacket and helmet. – American fabric flag on the arm.

French Resistance: Period civilian clothing. (1 hit soldiers, no Mod kits or medics)

AXIS should be wearing either authentic uniforms or:

German: OD trousers and Austrian Flecktarn parker, Grey Tunic and trousers, Cap or Helmet – German fabric flag on the arm.

Italian: OD jacket and trousers, helmet with black feather plume. – Italian fabric flag on the arm.

GMA can provide all the uniforms if needed for £20 or most certainly help with individual items. Go to IRON EAGLE KIT at www.gunmanairsoft.co.uk

WEAPONS

All weapons need to be period or heavily disguised. No Blatant modern weapons please. Disguise your non-period weapon with scrim netting and/or OD paint. All Magazines for the weekend should be standard/midcap non-wind on. Exceptions are for support guns, which can use high cap magazines or box mags.

Example of weapons:

MP5 = MP40 or Sten auto

M14 = Garand/G43 semi-auto

M14 / bipod must be used deployed = BAR auto

AK47 & AK74 with full stock = MP44 auto

AK47 & AK74 folding stock = MP40 auto

Any bolt action sniper without scope = K98/M1/Enfield single

Any bolt action sniper with scope = K98/Springfield/Enfield single

M249 or M60 must be used deployed = MG34/43, Bren or M1919 30cal

FPS Limits all with 6mm .2bbs

AEG submachine guns/assault weapons 330 fps

AEG Support Machine guns 350fps

AEG modified to single shot only rifles 400 fps, Min engagement range 10m

Spring/gas Sniper rifles 500fps, Min engagement range 20m

All single shot side arms can be used!

CAMPING

This is a camping event. All in-game tents must be green or brown canvas tents, from 20/20 centre ridgepole marques to small 2 man bivy tents. If you wish to set up a modern tent there will be an out of game area for you to do so. Gunman owns a lot of canvas, but not enough to sleep everyone. We can also get 2-man bivies for £15 if you wish to order one. The CP and out of game area are the only place players are safe to sleep, no sleeping in game!!! Platoons may be sent out on missions during the night, but the main game will stop at 10pm and resume at 8am. Giving up to 10 hrs for those that need to sleep, drivers etc (we don't want people driving long distances home on Sunday over tired and dangerous) CPs will be operational all weekend.

DON'T FORGET YOUR CAMPING GEAR!!!!

FOOD AND DRINK

We hope that all that take part will try to keep in the theme of the weekend by surviving on military ration packs, however this is a self catering event and if you don't like Mil Rats please try and make every effort to disguise modern foods.

All will be expected to cook and eat in game, however those that want to leave the line and game may do so. There will be an area set aside for such a purpose in the out of game camping area. **NO ALCOHOL DURING GAME PLAY!!!!**

Command Points 'CP'

The style of CP will vary from event to event.

The CP is where ammo supplies; medical teams, field radios and maps are located. The CP may be a number of REFS on foot, a mobile vehicle or a fixed bunker. The CP will be taking note of KIA's and forwarding reports of information on to the HQ.

All IN GAME admin and missions are administered at the fixed HQ.

Supplies

All Supplies (ammo crates) will be located at the CP and you can rearm back to your starting quota of ammo at any time whilst there.

You will also get re-supplied in the field by order of your field captain (Marshal) allowing you to reload mags. This can only be done if a 'LIVE' ammo crate reaches the troops on the line and the troops must be within 10m of the ammo crate! At this point you may reload your mags back to the amount your allowed. Example: a soldier has used 450 rds and can reload back upto 600rds! Command may also set up ammo dumps in the field to make it easier for the troops to get hold of ammo.

Capturing hidden supplies.

If you find a crate in the field and its 'Live' you can use it to re-supply your troops and deny the enemy of its supplies.

'LIVE' crates will have red tape around their lids, to use the crate the tape must be taken off! Each crate will have 20 ammo tokens. Each man takes only 1 token and snaps it in half to reload; when all the tokens are gone the ammo crate is empty.

Attacking a CP

When an order to attack a CP is given from Command the attacked CP becomes live. During the assault the CP cannot issue re-spawns or the re-load of Magazines until the attack is over. A Ref will announce when the attack begins and when its over. An attack will finish when all the soldiers on one side are killed or the attack loses its momentum and is no longer pushing forward onto the CP. If the CP is taken, the attacking force has 5 minutes to hold it before they can claim it for their side and move in.