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# AIRSOFT MILITARY TRAINING CAMP FULL MILITARY SIMULATION RULEBOOK

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## DOCUMENT CONTROL

**Classification:** CLASSIFIED – DO NOT DISTRIBUTE OR COPY

**Issued By:** Tactical Delta Group

**Authorized By:** Camp Commander

**Applies To:** All personnel, players, staff, and observers

**Compliance:** Mandatory

# MISSION STATEMENT

This facility operates as a military simulation training environment. All participants are treated as soldiers under command authority. Realism, discipline, teamwork, and safety are the foundation of every operation. Participation confirms acceptance of all rules within this document.

## 1. COMMAND STRUCTURE & AUTHORITY

The Camp Commander holds absolute authority. Orders are issued through the chain of command and must be followed immediately. Players may not self-assign objectives, override leadership decisions, or ignore commands. Disputes are handled after missions only.

## 2. DISCIPLINE & PLAYER CONDUCT

All players must remain respectful, in character, and mission-focused. Arguing, aggressive behavior, intentional rule abuse, cheating, or unsportsmanlike conduct is prohibited. Failure to comply may result in penalties or court martial.

## 3. SAFETY RULES (OVERRIDE ALL SIMULATION)

Eye protection is mandatory at all times in the field. Barrel covers and cleared weapons are required in safe zones. Blind firing, physical contact, or unsafe behavior is forbidden. Real injuries immediately stop all simulation.

## 4. UNIFORMS, IDENTIFICATION & EQUIPMENT

Only approved uniforms and camouflage may be worn. Identification patches must be visible. All replicas must pass chrono limits. Unauthorized equipment is prohibited.

## 5. WEAPON HANDLING & ENGAGEMENT

All hits to body or gear count. Players must call hits immediately and clearly. Dead players may not communicate enemy positions. Minimum engagement distances must be respected at all times.

## 6. MEDIC & RESPAWN PROCEDURES

If medic rules are active, wounded players must follow treatment times and limitations. No self-healing unless authorized. Respawn delays are mandatory and may vary by mission.

## 7. COMMUNICATION & RADIO DISCIPLINE

Only authorized roles may carry radios. Radio communication must be short, clear, and professional. No shouting enemy locations or excessive chatter.

## 8. ROLE SPECIALIZATION

Players are assigned roles such as Rifleman, Medic, Support, Engineer, Recon, or Logistics. Players must act within their assigned role limitations at all times.

## **9. REALISM & IMMERSION RULES**

Players must stay in character during operations. No use of outside knowledge. Dead players are considered non-existent to the battlefield.

## **10. PRISONERS OF WAR**

Captured players must comply with guards. No physical force permitted. Escape only if mission rules allow.

## **11. DISCIPLINARY ACTIONS**

Penalties include warnings, respawn penalties, demotion, forced roles, or removal from missions. Severe or repeated violations escalate automatically.

## **12. COURT MARTIAL SYSTEM**

Serious violations may result in a Court Martial convened by command. Verdicts are final. Refusal to comply results in expulsion and possible permanent ban.

## **FINAL ORDER**

This is not casual airsoft. This is a controlled military simulation. Obey orders, maintain discipline, respect safety, and complete the mission.

## SOLDIER ACKNOWLEDGEMENT & SIGNATURE

I confirm that I have read, understood, and agree to comply with all rules, commands, and disciplinary actions outlined in this document.

Name: \_\_\_\_\_

Unit / Callsign: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

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# TACTICAL SYSTEMS & SUPPORT WEAPONS RULEBOOK

## ITAK / ATAK • DRONES • MORTARS • GRENADE LAUNCHERS

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## DOCUMENT CONTROL

**Classification:** CLASSIFIED – DO NOT DISTRIBUTE OR COPY

**Issued By:** Tactical Delta Group

**Authorized By:** Camp Commander

**Applies To:** Command Staff, Drone Operators, Support Weapon Operators

**Compliance:** Mandatory

## 1. ITAK / ATAK DIGITAL BATTLEFIELD SYSTEMS

ITAK / ATAK applications are authorized as command-and-control tools only. They may be used for navigation, objective marking, unit tracking, and command-issued intelligence. Players may not use live civilian data, external internet intelligence, or out-of-game information. Only command-authorized personnel may create or modify map markers. Dead players may not interact with or view tactical data until respawned.

## 2. DIGITAL SECURITY & FAIR PLAY

Sharing screenshots, recordings, or live feeds outside the chain of command is prohibited. Unauthorized data sharing constitutes espionage and is subject to court martial. All devices must be silenced during operations except for mission-critical alerts.

## 3. DRONE OPERATIONS – GENERAL

Drones are classified as reconnaissance assets. Only approved drone operators may deploy drones. Drones must remain within visual line of sight of the operator at all times. Maximum flight altitude is strictly limited to 25 meters above ground level.

## 4. DRONE SAFETY & RESTRICTIONS

Drones may not be flown over safe zones, parking areas, or non-participants. No direct contact, intimidation, or buzzing of players is allowed. Weaponized drones are strictly prohibited. Any safety violation results in immediate grounding of the drone.

## 5. DRONE INTELLIGENCE RULES

Drone operators may relay information only through authorized channels. Drone feeds may not be used by eliminated players. Command may impose time delays or blackout periods for realism balance.

## 6. MORTARS – GENERAL RULES

Mortars represent indirect fire support and must be approved per mission. Only trained and authorized personnel may operate mortars. Mortars may only fire approved airsoft-safe projectiles.

## 7. MORTAR ENGAGEMENT PROCEDURES

All mortar strikes must be called in through command. Impact zones are determined by referees or pre-designated grids. Players within the impact radius are considered hit regardless of cover, unless in hardened structures.

## 8. GRENADE LAUNCHERS – GENERAL

Grenade launchers are classified as support weapons. Only approved launchers and projectiles may be used. Direct-fire at players is prohibited unless the launcher is specifically rated for it.

## 9. GRENADE & LAUNCHER HIT RULES



Detonation within the defined radius results in elimination. Bouncing grenades into enclosed spaces is permitted unless restricted by mission rules. Marshal judgment is final in all explosive-related rulings.

## 10. MISUSE & DISCIPLINARY ACTIONS

Misuse of digital systems, drones, mortars, or grenade launchers constitutes a serious violation. Penalties include confiscation of equipment, role removal, court martial, or permanent ban.

## FINAL DIRECTIVE

These systems exist to enhance realism, not to remove fairness or safety. Abuse will not be tolerated. Operate professionally or lose authorization.

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# TACTICAL MEDICAL & CASUALTY RULEBOOK

## MEDIC • WOUNDED • CASUALTY PROCEDURES

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## DOCUMENT CONTROL

**Classification:** CLASSIFIED – DO NOT DISTRIBUTE OR COPY

**Issued By:** Tactical Delta Group

**Authorized By:** Camp Commander

**Applies To:** All Players, Medics, Command Staff

**Compliance:** Mandatory

## 1. PURPOSE OF MEDIC SYSTEM

The medic system exists to increase realism, teamwork, and tactical decision-making. All players are required to understand and comply with these rules regardless of role.

## 2. HIT & WOUNDED STATE

When hit, a player must immediately call "HIT" and assume a wounded state. The wounded player may not move, communicate tactical information, or continue engaging. Bleeding out timers apply if defined by mission rules.

## 3. MEDIC AUTHORIZATION

Only players officially assigned the Medic role may conduct medical treatment. Medics must be visibly marked. Unauthorized healing is prohibited.

## 4. MEDIC EQUIPMENT

Medics may only use approved bandages, tourniquets, or medical props. Each medic has a limited number of treatments per mission.

## 5. TREATMENT PROCEDURE

Treatment requires uninterrupted physical contact for the full treatment time. If the medic is hit during treatment, the process fails. Once treated, the player returns to combat status.

## 6. SELF-AID & BUDDY AID

Self-aid is not permitted unless explicitly allowed by mission rules. Buddy aid is restricted to stabilizing only and does not restore combat capability.

## 7. MULTIPLE WOUNDS

A player hit again after being treated enters a critical state and may not be healed again. Critical casualties must be escorted to respawn or evacuation points.

## 8. CASUALTY EVACUATION (CASEVAC)

Teams may carry wounded players to designated evacuation zones if allowed. Evacuation requires coordination with command and medic approval.

## 9. DEAD STATE

If a wounded player is not treated within the bleed-out time, they are declared dead. Dead players must display a dead rag and proceed silently to respawn when authorized.

## 10. MEDIC PROTECTION & ENGAGEMENT

Medics are combatants and may be engaged at all times. There is no protected status for medics unless specified by mission rules.

## **11. MEDIC ABUSE & DISCIPLINE**

Abuse of medic rules, faking wounds, or ignoring death states is a serious offense. Violations may result in court martial or removal from play.

## **FINAL DIRECTIVE**

The medic system is built on honesty and discipline. Without compliance, it will be removed. Follow procedures exactly.

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TACTICAL VEHICLE MEDICAL & FIELD HOSPITAL  
DOCTRINE

VEHICLE MEDICS • MEDEVAC • FIELD  
HOSPITALS

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## DOCUMENT CONTROL

**Classification:** CLASSIFIED – DO NOT DISTRIBUTE OR COPY

**Issued By:** Tactical Delta Group

**Authorized By:** Camp Commander

**Applies To:** Vehicle Medics, Medics, Command Staff, Vehicle Crews

**Compliance:** Mandatory

## 1. PURPOSE & SCOPE

This doctrine expands the standard medic system to include vehicle-based medical assets and field hospitals. These systems represent advanced medical support and are mission-authorized only.

## 2. VEHICLE MEDIC ROLE

Vehicle Medics are designated medical personnel assigned to approved vehicles. They must be clearly marked and may only provide treatment while inside or directly beside the medical vehicle.

## 3. APPROVED MEDICAL VEHICLES

Only command-approved vehicles may function as medical assets. Vehicles must display visible medical markings. Unmarked vehicles may not provide medical treatment.

## 4. VEHICLE TREATMENT RULES

Vehicle treatment requires the casualty to be fully inside the vehicle. Treatment time is reduced compared to field medics. If the vehicle is disabled or destroyed, treatment is immediately halted.

## 5. MEDEVAC PROCEDURES

Command may authorize MEDEVAC missions to retrieve casualties. Casualties must be escorted and loaded according to mission rules. MEDEVAC denial due to combat conditions is valid.

## 6. FIELD HOSPITAL DEFINITION

A Field Hospital is a fixed medical installation established by command. It represents surgical-level care and limited resupply.

## 7. FIELD HOSPITAL CAPABILITIES

Field Hospitals may fully restore casualties regardless of previous wounds. They may reset critical states and allow re-entry into combat.

## 8. FIELD HOSPITAL LIMITATIONS

Field Hospitals are static and may be overrun or destroyed by the enemy. Loss of the hospital removes advanced medical capability for that faction.

## 9. SECURITY & DEFENSE

Field Hospitals are high-value targets. Defending them is a tactical priority. Enemy forces may capture or destroy hospitals per mission rules.

## 10. ABUSE & DISCIPLINE



Misuse of vehicle or hospital medical systems is a serious violation. Penalties include removal of medical authorization, court martial, or permanent ban.

## **FINAL DIRECTIVE**

Advanced medical systems exist to enhance realism and logistics. They are privileges, not rights. Abuse will result in removal.

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# TACTICAL LOGISTICS & RESUPPLY DOCTRINE

## AMMUNITION • MEDICAL • FUEL • SUPPLY CHAINS

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## DOCUMENT CONTROL

**Classification:** CLASSIFIED – DO NOT DISTRIBUTE OR COPY

**Issued By:** Tactical Delta Group

**Authorized By:** Camp Commander

**Applies To:** All Players, Logistics Units, Command Staff

**Compliance:** Mandatory

## **1. PURPOSE OF LOGISTICS SYSTEM**

Logistics represents the lifeline of combat operations. Supplies are finite and must be transported, protected, and managed. Failure to maintain logistics will degrade combat effectiveness.

## **2. LOGISTICS ROLES**

Logistics personnel are designated supply operators responsible for transport and distribution. They may be armed but are not front-line assault troops.

## **3. SUPPLY TYPES**

Logistics assets may include ammunition, medical supplies, explosives, batteries, fuel, and mission-critical equipment. Each supply type may be limited by command.

## **4. RESUPPLY RULES**

Resupply may only occur at approved supply points, vehicles, or field hospitals. Front-line instant resupply is prohibited unless explicitly authorized.

## **5. AMMUNITION CONTROL**

Ammunition may be limited per mission. Once expended, ammunition must be resupplied through logistics channels. Sharing ammo outside authorized resupply is prohibited.

## **6. MEDICAL SUPPLY LOGISTICS**

Medics have limited medical supplies. Replenishment requires logistics interaction or hospital access.

## **7. VEHICLE LOGISTICS**

Logistics vehicles may transport supplies and casualties. Destruction or capture of logistics vehicles disrupts supply chains.

## **8. SUPPLY DEPOTS & CACHES**

Command may establish fixed or mobile supply depots. Depots may be captured or destroyed by opposing forces.

## **9. CAPTURE & DENIAL**

Captured supplies may be used by the enemy if authorized by mission rules. Denial of supplies is a valid tactical objective.

## **10. ABUSE & DISCIPLINE**

Bypassing logistics rules, unlimited resupply, or hoarding supplies is prohibited. Violations may result in court martial or permanent ban.

## FINAL DIRECTIVE

Logistics wins wars. Protect it, manage it, or suffer operational collapse.