

FM 1-21

**Combined Arms
Simulations Field
Manual (FM)**



**DECEMBER 2025
Version 1.1**

Headquarters Department of CAS

CAS Field Manual

This publication provides the tactical standing operating procedures for operations conducted at CAS events. Please read carefully to understand the rules and regulations for CAS events.

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Your status at CAS events is irrevocable at any time. Don't take this too serious, remember this is a GAME. We will not have you back if you cause issues, break rules, ignore cadre, or become a liability.

Field Manual: Every player attending CAS events must read this field manual and its entirety. Each player must understand the rules of the game in order to attend. You will be asked verbally if you have read the CAS FM.

ANNEX A.

Task Organization

Headquarters Department of CAS

ANNEX A. TASK ORGANIZATION

Attitude: All Participants should arrive to CAS events with the right attitude to play; no ego, friendly to staff and to others, welcoming to new players. Participants will not yell at others for not calling hits or accuse players of “over shooting” them.

There will be NO physical altercations on or off the field. If we believe you are out of line, we reserve the right to remove you and your group from the event at any time.

Hit Calling: If you are found cheating at the event, you and your group will be removed from the premises without warning. Players will NOT call others players’ hits, throw a temper tantrum because an enemy combatant is not calling their hits, or yell insults at others for not calling hits. NO EXCEPTIONS. Come for the experience, not the “Kills”. A hit counts as a BB hitting ANY portion of clothing, gear, skin, or your replica.

Age Limits. Participants must be at least 14 years of age to attend CAS events. Participants under the age of 18 must have their waiver signed by a parent or guardian who is PRESENT AT THE TIME OF CHECK IN. The parent or guardian must stay with the underaged player for the entire CAS event. If the participants parent or guardian leaves the event early, the underaged player must go with them. Full seal eyepro and a mesh lower face mask (no paintball masks) is required for minors.

ANNEX A. TASK ORGANIZATION

Alcohol and Drugs: CAS events are drug and alcohol free. If you are found to possess any drug or alcohol on your person, you will be asked to leave the event immediately. Firearms, alcohol, and minors do not mix well together. This is also a military simulation. You wouldn't drink on fire watch would you?

Voluntary Withdrawal: If you leave the event, you are out of the event, unless it's absolutely necessary for you to go to your vehicle; medication, emergency phone call, etc.

Hearing Protection: Due to the nature of CAS events, you will be exposed to up to 150 decibels throughout the event. Hearing protection should be worn at all times.

No Refunds: CAS events take time and planning to execute, there will be no refunds for any reason, unless the event is cancelled.

Rain or Shine: CAS events are rain or shine; the event will continue regardless of weather conditions.

APPENDIX 1. REPORT FOR DUTY

Report for duty by arriving to the designated address provided on your orders. Please give yourself ample time (4-5 hours) to complete your Lanes. Lanes consist of Check In, Equipment, Medical, Indirect Fire, Landing Zones, Individual Tactics & Recon, and Validation. If you have attended a CAS event before you are considered a veteran player and except from all lanes except Check in, Equipment, and Validation.

Check in (5 minutes): You will need your orders, photo ID, and medical card (Allergies, Medications, Emergency contact, and Relevant medical conditions) to complete this lane.

Equipment (15 minutes): You will need your primary replica, side arm, magazines (30-40rd/real cap magazines for rifleman), kit (NATO camo, militia kit, eye pro, helmet), rucksack, and all red items on the packing list to complete this lane. We will check your magazines.

Medical(15 minutes): At this lane you will learn how to use CAS's medical system in the game.

Indirect fire (5 MINUTES): At this lane you will learn how use the indirect fire system for CAS events. You will learn game rules and how to call yourself out with indirect fire.

ALWAYS REMEMBER THIS IS A GAME: We are not simulating anything real at our events.

APPENDIX 1. REPORT FOR DUTY

Landing Zones (10 MINUTES): At this lane you will learn the game rules on how to call for a resupply via drone or vehicle.

Individual Tactics, Recon and TOC (15 minutes): At this lane, you will learn how the game functions, what your role is and who is in command.

Validation (2 minutes): Turn in your orders with all sections signed to cadre to validate that you understand the game rules.

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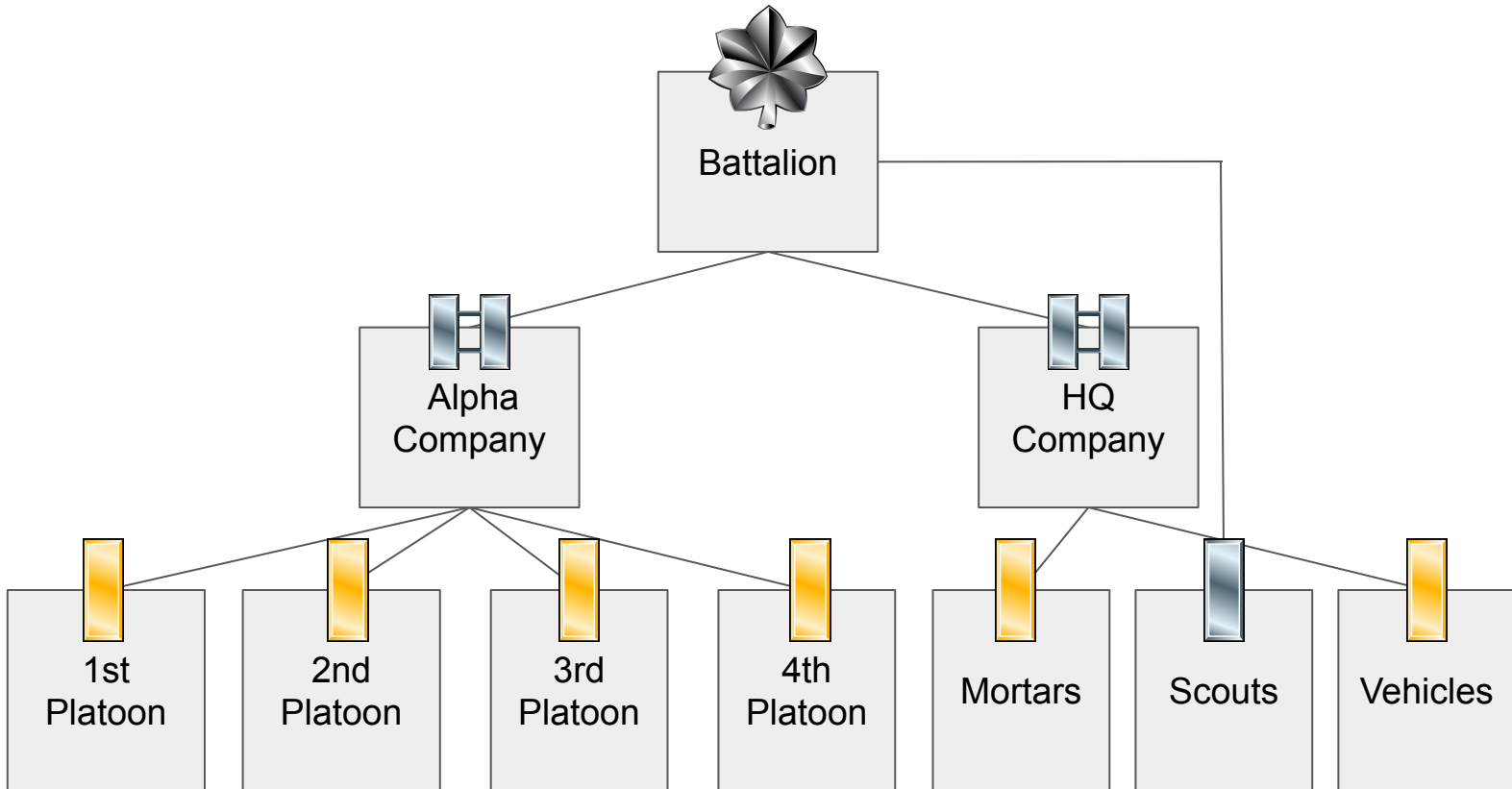
ANNEX B.

Command & Control

Headquarters Department of CAS

ANNEX B. COMMAND & CONTROL

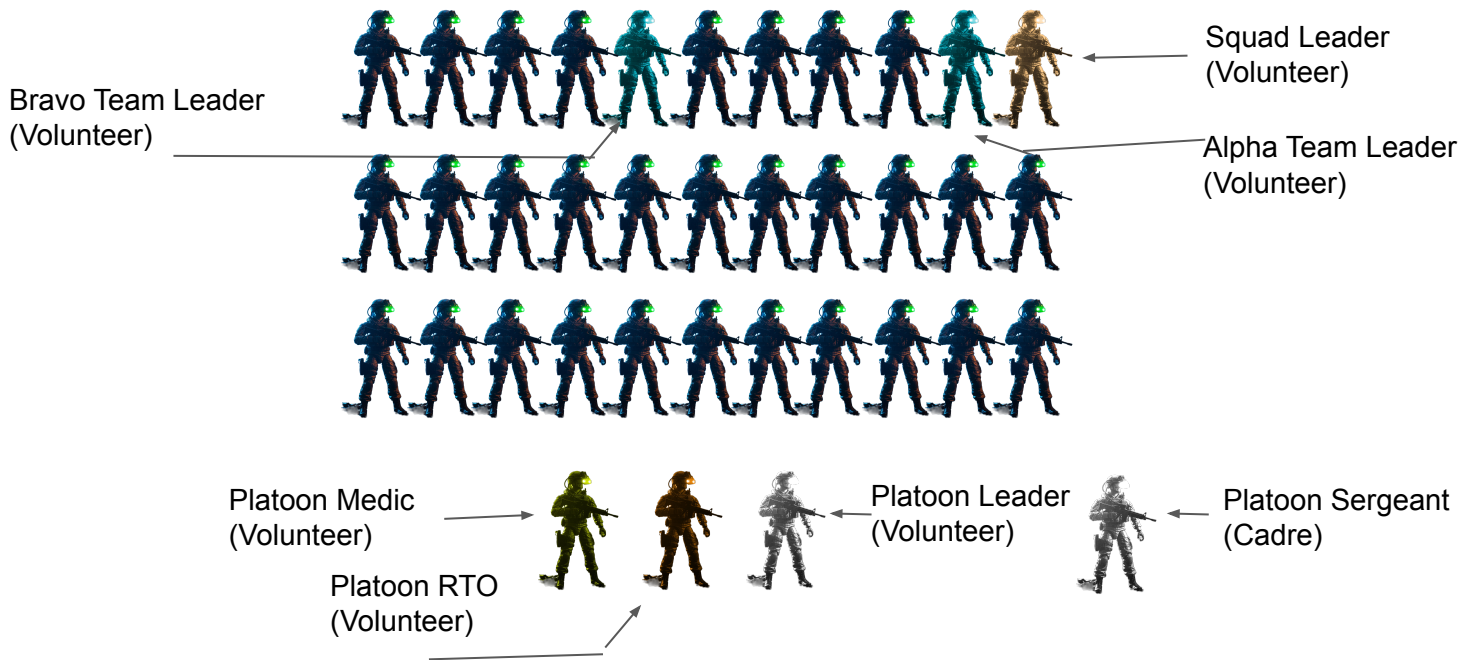
Organization: At most events there will be 3-4 platoons per faction (roughly a Company). Each Company will be under the command of a Captain. Each platoon is under the control of a Lieutenant. The Captain will take orders from the Battalion Commander. The Battalion Commander will have direct control over Headquarters Company Scouts to provide reconnaissance.



Tactical Operations Command (TOC): The TOC is a sophisticated command station for commanders to control and view the battlefield. There are two TOC's on the field; one is off map and one is on map. The off map TOC is reserved for the Battalion Commander and is out of play. The on map TOC is for the Captain, the Executive Officer and his staff. The on map TOC is in play and can be destroyed/overrun. Each Captain is issued a white board, dry erase markers, long range radio and a tablet. The Executive Officer is responsible for setting up, maintaining, and breaking down the on map TOC.

ANNEX B. COMMAND & CONTROL

Structure: Each faction is organized according to standard military battalion/company/platoon organization doctrine. Each battalion consists of two 3-4 companies, each company consists of 3-4 platoons (32-40 soldiers) each platoon consists of 3-4 squads (8-10 soldiers), each squad consists of 2 teams (4-5 soldiers) - Alpha and Bravo.



Leadership positions consist of the Battalion Commander (BTC) Team Captain (CPT), Executive Officer (XO), Platoon Sergeant (PSG), Platoon Leader (PL), Squad Leaders (SL), and Team Leaders (TL). Every position except for Battalion Commander, Team Captain, and Platoon Sergeant is a volunteer position by the participant. At the event all Battalion Commander, Team Captains, and Platoon Sergeants are referred to as “Cadre”, are prior service military, and professionally paid staff.

ANNEX B. COMMAND & CONTROL

Assignment: When checking out for your ticket on Casmilsim.com, the section “Unit Affiliation” will allow you to put your group/team name in. This will ensure you are on the same faction/squad/platoon as you intended.

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APPENDIX 1. DUTIES & RESPONSIBILITIES

Leadership: Several leadership positions are volunteer and can be selected at checkout.

BTC (Cadre): Responsible for organizing the battalion to conduct large efforts in neutralizing the enemy. Coordinates supply drops, casualties, and CASEVAC for the battalion. Provides support in the form of Reconnaissance.

CPT (Cadre): Responsible for achieving the commander's intent; organizes the company to conduct large scale assaults and coordinates logistics. Calls in resupply drops, coordinates casualty collection points, and ensures mission success at a company level.

XO (Volunteer): Supports the CPT in achieving the commander's intent by providing logistical and command support.

PSG (cadre): Responsible for achieving commander's intent and mobilizing the platoon to conduct a variety of tasks; reconnaissance, raids, and large scale company assaults.

PL (Volunteer): Listens to the PSG and provides command support for the PSG to achieve the commander's intent. Sets up casualty collection points, sets up landing zones, conducts reconnaissance.

SL (volunteer) : Takes orders directly from PSG and relays information to TL's. Gathers information within the squad on water, ammunition, casualties, and equipment.

APPENDIX 1. DUTIES & RESPONSIBILITIES

TL (volunteer): Takes order directly from SL and relays information about his team members to the squad leader; water, ammunition, casualties, and equipment.

Special positions. Radio Telephone Operator (RTO), Platoon Medics, Aid & Litter Teams, and Mortar teams are volunteer positions. These positions require attention to detail and more responsibility.

Platoon medics are responsible for setting up Casualty Collection Points (CCP) and reviving players. They organize the CCP for Aid & Litter Teams, provide water, and reset players tourniquets (TQ).

The **RTO** is responsible for being the PL/PSG's ears. They relay all traffic over the radio to higher command and local platoons. This is critical for mission success. All RTO's should have their own radio and understand how to use it.

Each squad has an **Aid & Litter** team for retrieving casualties from the battlefield. These teams can have either 1 or 2 litters at a time and are critical for long term survival of a platoon/squad.

Each team is supplied with two highly trained **Mortar teams** utilizing the IWA Mortar System. However, if an attendee wishes to bring his/her own IWA Mortar system they may, they may also bring their own ammo, provided they possess a valid IWA Professional Pyrotechnic Certification (PPC).

APPENDIX 1. DUTIES & RESPONSIBILITIES

Scouts are responsible for relaying information about the enemy directly to the BTC. They are apart of Headquarters Company (HHC) and take orders directly from the BTC.

Pathfinders are specially trained players in landing zone procedures and radio communications. Special training is required; must have 1 CAS event and underwent specialized training with CAS staff. Must have a functional GPS/ATAK and and a good radio.

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ANNEX C.

Uniform & Packing

Headquarters Department of CAS

APPENDIX 1. UNIFORMS

Uniforms: There are two factions at CAS events: NATO & Militia. Each faction has special uniform standards to set them apart from one another. We do not want to create confusion on the battlefield, please dress appropriately to the costume party. At no time are allowed to **MISREPRESENT YOUR STATUS**; do not pretend to be the enemy, do not play dead, etc.

NATO

Camouflage: NATO players uniform will consist of **Multicam/OCP ONLY - NO EXCEPTIONS** - No variations; black, tropic, arid, etc. If you have a squad of 10 or more people you are authorized to field one of the following camouflages: UCP, MARPAT, AOR2, or DCU. If you and your group are an impressionist group from another NATO country i.e, German, French, Italians, British, please email us pictures of your kit. NATO players are authorized to wear ghillie suits/viper hoods made of jute, string, or yarn, but can not wear leaf suits.

Gear: NATO players are NOT authorized to wear any Black Multicam or black gear. For **Kit (plate carrier, helmet, gloves, etc)**, players are limited to the following camouflages: UCP, MARPAT, AOR2, DCU, Ranger Green, Tan, OD Green. We would suggest keeping all your gear multicam. Rucksacks do not have to be an approved camouflage, but if you have a bright blue civilian rucksack, please purchase a rucksack cover. All players MUST have a helmet; helmet colors can be any color except black.

APPENDIX 1. UNIFORMS

Patches: Although not mandatory, we highly discourage the use of highly visible, bright morale patches. This takes away from the immersion of the game. No other flag (except foreign impressionist groups) except the US flag is authorized for NATO players.

Footwear: We highly encourage you to purchase a pair of military grade boots as you will be walking a lot. We suggest breaking in any new boots prior to the event. No color/camouflage is mandatory.



Multicam/OCP: The only authorized NATO Camo.

APPENDIX 1. UNIFORMS: NATO



APPENDIX 1. UNIFORMS: NATO GHILLIE SUIT



APPENDIX 1. UNIFORMS

Militia

Camouflage: Militia players are authorized to wear anything including Russian kits. **THE FOLLOWING ARE UNAUTHORIZED:** Plaid Shirts (any color), Hawaiian Shirts, black multicam, any NATO authorized camouflage (top or bottom), complete uniforms that resemble any NATO nation, or bright pink/obnoxious clothing. Please play the part, you are an insurgent, not a tier 1 operator. Militia players are authorized to wear leaf suits/viper hoods; no jute, yarn, or thread like material.

Gear: Militia players do not have mandatory kit colors/camouflages. However, **Militia players are encouraged to wear black gear, Russian gear, and/or old equipment** (chicom chest rig, FLC, IOTV, etc). **Multicam or multicam variants (tropic, arid, etc) are highly discouraged.** Rucksacks are exempt from any color/camouflage patterns. All players **MUST** have a helmet; preferably black or with a black helmet cover.

Patches: Although not mandatory, we highly discourage the use of highly visible, bright morale patches. This takes away from the immersion of the game. US Flags or any real terrorist organizations flags/patches are not authorized.

Footwear: We highly encourage you to purchase a pair of military grade boots as you will be walking a lot. We suggest breaking in any new boots prior to the event. No color/camouflage is mandatory.

Facewear: Paintball masks, costume masks (Iron Man, Fast & Furious, etc) are not authorized.

APPENDIX 1. UNIFORMS: MILITIA



APPENDIX 1. UNIFORMS: MILITIA



APPENDIX 1. UNIFORMS: MILITIA LEAF SUIT



APPENDIX 2. PACKING LIST

Line Item	Inventory	Pack	Comments
Top	1	On you	Right camouflage for your faction
Bottom	1	On you	
Underwear	4	Ruck	
Helmet (Bump or Ballistic)		On you	A Helmet is REQUIRED for all players. It must be a military style helmet and not a bicycle helmet. Wearing a Ballistic Helmet with plates gives you an additional tourniquet.
Boots	1	On you	If you buy new boots, please break them in prior to the event.
Socks	4	Ruck	
Photo ID	1	On you	License, Military ID, something with your name and picture on it.
Medical Card	1	On you	
Printed CAS Milsim Orders	1	On you	Signed copy
Pencil & Paper	1	Kit	
Watch	1	On you	Phone is acceptable. Must have stopwatch capability for bleed out time.
Plate Carrier/Chest Rig	1	On you	Right camouflage for your faction
Hydration Pack or Water Bottles	1	Kit	Must be at least 3 Liters of water
BMA Issued Tourniquet	1	Kit	Tied down to your kit
GPS & Compass	1	Kit	Red item for Mortarmen, Pathfinders, and leadership.
Radio	1	Kit	
Chemlights	5	Kit	
VS17 Panel/Signaling Device	1	Kit	For setting up Landing Zones (LZ's) & CCP's. Red item for medics & Pathfinders.
Flashlight with red lense	1	Kit	
Replica firearm	1	On you	Proper replica for your faction (M4/AK)
30rd magazines	7	Kit	CAS Milsim only allows 30-40rd real cap magazines. Please do not ruin the game for everyone by bringing high capacity magazines or mid cap magazines. We will inspect your mags. Minimum of 7 mags. No Max.
Battery	1	Kit	
Speedloader	1	Kit	
Gas	1	Ruck	
ANSI Z87.1+ Rated Eye Protection	1	On you	MUST BE ANSI Z87.1+ Rated. Never remove eye pro at the event. Even while you're sleeping. Full Seal gaskets are preferred for safety glasses.
Mouth Guard	1	Kit	
Hearing Protection	1	Kit	
Gloves	1	Kit	
Assault Pack	1	Ruck	Due to the nature of CAS events, an assault pack is MANDATORY. You will be asked to carry litters, mortars, ammo, and waters.
Foldable Litter	1	Ruck	
Mortar	1	Ruck	IWA Mortar Systems is the only mortar authorized and you must possess a PPC to use it.
Mortar ammo	50	Ruck	
Electrical tape	1	Ruck	
Cold weather gear	1	Ruck	Top is mandatory, bottoms are not.
Wet weather gear	1	Ruck	Top is mandatory, bottoms are not.
Phone Charger	1	Ruck	
Portable power supply	1	Ruck	
Rucksack	1	-	If your ruck is a bright blue ruck, we highly suggest a camouflage cover for it.
Wet weather bag	1	Ruck	Pack everything into this and place it into your ruck.
Sleeping pad	1	Ruck	
Sleeping bag	1	Ruck	Rated for 30 degrees or below.
Food	6	Ruck	Six total meals to help you survive multiple days in the field.
Snacks	10	Ruck	
Poncho	1	Ruck	
Spare Uniform	1	Ruck	
Stove	1	Ruck	
Eating Utensils	1	Ruck	
Hygiene Kit	1	Ruck	Toothbrush, Toothpaste, deodorant, hand sanitizer.
Large Trash Bags	2	Ruck	To carry your trash out.

APPENDIX 2. PACKING LIST

NOTE: Resources to acquire equipment can be found in the BlueMag Airsoft Discord or the CAS Discord (<https://discord.gg/3hn3nagYrS>).

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ANNEX D.

Replica Rules

Headquarters Department of CAS

APPENDIX 1. REPLICA RULES

NATO

Rifleman: Limited to M4 variants, M16 variants, SCAR-L variants, ACR variants, HK416, SIG MCX/MPX. If you are an impressionist group from another NATO country you are authorized to use their weapons; G36, MP7, MP5, etc.

Otherwise, NO SUBMACHINE GUNS.

Infantry Automatic Rifles (IAR): Any M27s or other NATO magazine-fed support weapons (no shrikes). IARs require a bipod, and optic. IARs can freely use mid-cap magazines but are limited to x4 mid capacity magazines. No drum magazines or flash magazines.

Light Machine Gunner (LMG/SAW): Limited to M249, MK46 variants, Stoner 96, or other NATO belt fed LMGs. SAWs are permitted to utilize mid-capacity magazines, but no drum mags that carry more than 200 rds and no flash magazines.

Medium Machine Gunner (MMG): Limited to M240B/L, M60 variants, MK48. NO BARs, ZB30s or other non-military MMGs. **MG42/MG4s are authorized for impressionist groups only.** Require an Assistant Gunner (AG) and must be fired from a supported position; Bipod deployed.

Sniper: Must be bolt action. No World War II weapons, Soviet era, or Middle Eastern rifles allowed. No high capacity Magazines. No limit on magazines for bolt action rifles.

APPENDIX 1. REPLICA RULES

Designated Marksman (DMR): Limited to M14 EBR, M14, SR25, M110, SCAR-H.

Grenadier: Thumper (M79), TAG ML36, M320, M230, other western looking grenade launchers. No Sci-fi, anime, or shotgun looking launchers.

Mortar: IWA Mortar System is the only authorized mortar. Must have PPC in hand at all times. Requires proper personal protective equipment: eye protection, gloves, and helmet to operate. Ear protection is recommended.

Melee: No melee weapons. No melee allowed.

Some Guidelines: No World War II American weapons, anime, western, or mini guns (unless vehicle mounted) allowed. No pink, green, or bright colored weapons. We highly discourage the use of orange tips, please tape it up.

Pistols/Sidearms: Must be faction appropriate, no limit for ammo, can not be your primary replica.

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APPENDIX 1. REPLICA RULES

Militia

Rifleman: Limited to AK Variants, PP19, VSS/AS Val, SR-3, PPSH, STG44, MP40, UZI, MAC10, & CZ Scorpion. No M4 variants, PDW's, or western looking submachine guns.

Infantry Automatic Rifles (IAR): RPK/RPK 16 or other eastern magazine fed support weapons require a Bipod and Optic, can freely use mid-cap magazines. No drum magazines or flash magazines. Limited to x4 mid-cap mags.

Light Machine Gunner (LMG): Limited to RPD, RPL-20. No NATO machine guns; M249, Stoner, Mk46 etc.

Medium Machine Gunner (MMG): Limited to PKM, DShk, MG42, MG4, Type 96. No NATO Machine guns; M240, MK48, etc. Box magazines permitted. Require an Assistant Gunner (AG) and must be fired from a supported position; Bipod deployed or resting on cover.

Sniper: Must be bolt action. SVD, Mosin Nagant, Mauser, KAR98. No high capacity magazines, but can use mid capacity.

Designated Marksman (DMR): Limited to SVD, SV-98. No NATO/western looking rifles.

Grenadier: GP-25/30, TAG ML36, Thumper (M79). No western looking grenade launchers; M320, M203, etc. Handheld launchers are acceptable.

APPENDIX 1. REPLICA RULES

Mortar: IWA Mortar System is the only authorized mortar. Must have PPC in hand at all times. Requires proper personal protective equipment: eye protection, gloves, and helmet to operate. Ear protection is recommended.

Some Guidelines: No World War II American weapons, anime, western, or mini guns (unless vehicle mounted) allowed. No pink, green, or bright colored weapons. We highly discourage the use of orange tips, please tape it up.

Pistols/Sidearms: Must be faction appropriate, no limit for ammo, can not be your primary replica.

DISCLAIMER: We understand that not all replica's have low/real capacity magazines! If you have an M14 with a 50-round magazine and there are no other options, we are not going to remove you from the event. However, if you have a SAW with a 5000ct box magazine and argue with the cadre about it, then you will be removed from the event. Or if you have an M4 with all mid capacity magazines and attempt to sneak in with them, you will be removed from the event. We want to encourage diversity with weapon systems; do your best to find the right equipment, and we will work with you.

APPENDIX 3. REPLICA RESTRICTIONS

Rifleman/IAR: 450FPS/1.88J Limit with 0.20g BB. No engagement distance.

Light Machine Gunner (LMG): 480FPS/2.14J Limit with 0.20g BB. 50ft engagement distance.

Medium Machine Gunner (MMG): 500FPS/2.32J with 0.20g BB. 80ft engagement distance.

Sniper: 550FPS/2.81J Limit with a 0.20g BB. 100ft engagement distance.

Designated Marksman (DMR): 500FPS/2.32J with 0.20g BB. 80ft engagement distance.

Grenadier: TAG Launchables & IWA Launchables (must have PPC) are the only 40mm style explosives allowed. 100ft engagement distance.

Mortar: IWA Smoke, Single bang, and cluster bangs are the only mortar rounds allowed. Must possess IWA PPC and have personal protective equipment on to operate. 100ft engagement distance.

Some Guidelines: Recently we decided to increase the FPS of rifleman. Please don't ruin it for everyone and have a temper tantrum on the field and shoot point blank at the face. Aim for center mass and hope for the best.

APPENDIX 4. REPLICA RESTRICTIONS

All roles will be issued ammo according to standard military loadouts. To keep things real, 30-40rd magazines are the only acceptable magazines at CAS events. No mid-capacity magazines, high-capacity magazines/flash magazines, or Magpul PTS magazines. However, we do accept variable capacity magazines (30/120); they must be set to 30rds. **We WILL inspect your magazines.**

Special Considerations: SAW variants are authorized to use only mid capacity magazines up to 250rds; this is to keep things realistic and level the playing field. You can not use any magazine over 250rds, this includes any box magazines or flash magazines. Mk46, Stoner 96, and RPD's are LMG's and currently have no low/mid capacity options, they are unregulated. MMG's are also unregulated; they do not have a capacity limit.

You will receive an initial combat load of ammo (BBs) at the start of the event. Your Platoon Leader decides when to call in a resupply over the course of the event. **Shoot sparingly.**

Rifleman: 210rds initial combat load 0.32g.

Light Machine Gunner/IAR (LMG): 1,000rds initial combat load 0.32g

Medium Machine Gunner (MMG): 1,500rds initial combat load 0.32g

APPENDIX 4. REPLICA RESTRICTIONS

Sniper: 50rds initial combat load 0.43g

Designated Marksman (DMR): 180 rds initial combat load 0.40g.

Pistols/Sidearm: 20rds.

Limitations Special Weapons: Each squad is limited to one MMG/LMG and an IAR. If there are multiple MMG's in a squad, they must be split up or a separate weapons squad must be created.

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ANNEX E.

Operations

Headquarters Department of CAS

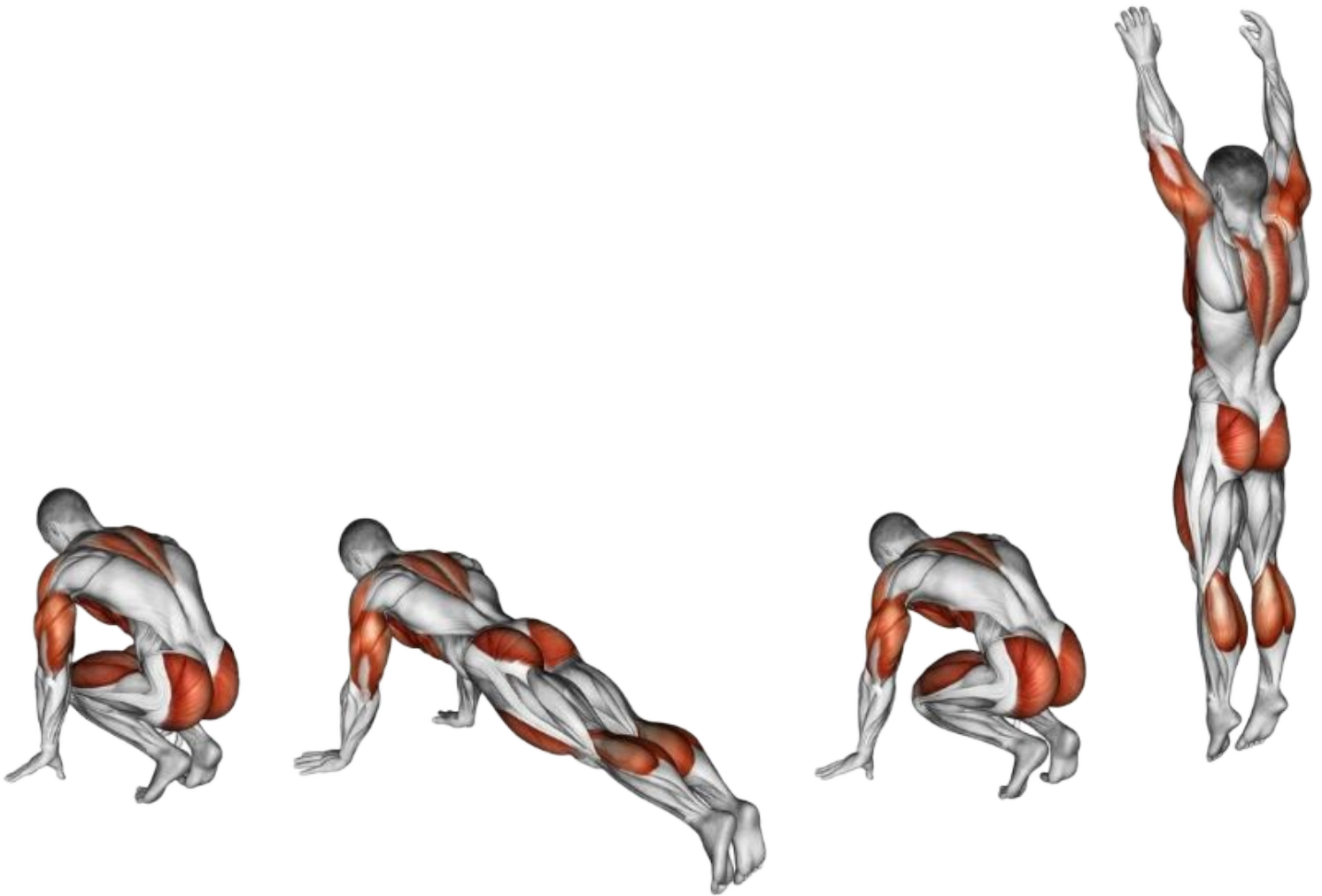
APPENDIX 1. MEDIC RULES

Level I Casualty: A level I casualty has taken one hit and requires a TQ. They can be moved by another player; a player will place two hands on the injured player and “move” him gracefully to safety and apply a TQ. **DO NOT drag or carry any players!** This is called “Care Under Fire”. Once the TQ is applied, the player is alive again. If you are wearing a ballistic helmet and real/simulated plates (8lbs) you can be hit twice; you receive two TQ’s, effectively giving you two lives. Level I casualties have a 15 minute bleed out time; if they do not receive a TQ in 15 minutes they are considered *DEAD*. It is highly advised for Level I casualties to walk themselves to the CCP and have the medic reset their TQ. This will prevent multiple players from becoming Level II casualties and overwhelming the CCP.

Level II Casualty: Level II casualties have a TQ applied and are hit for a second time. **They are NON AMBULATORY** and can only be moved by an Aid & Litter (A&L) team. They must be moved by an A&L team Wounded players have a 15 minute bleed out time; if they are not retrieved in 15 minutes, they are considered *DEAD*.

APPENDIX 1. MEDIC RULES

Dead Players: Players who have been hit once and have bled out after **15 minutes** or were hit twice (3 times with ballistic plates & helmet) and were never evacuated by an A&L team and have bled out after 15 minutes. Dead players must return to their CCP, do 10 burpees and drink an 8 oz water to atone for their sins. Please see below the for proper definition of “Burpee”.



APPENDIX 1. MEDIC RULES

Aid & Litter Teams (A&L): A&L teams transport wounded casualties to the CCP. Anyone can be part of an (pre-designated teams are preferred) A&L team, but a minimum of two people is mandatory. These teams carry soft and hard litters depending on what they are issued; there must be a mix of hard and soft litters. While “transporting patients”, **players are NOT authorized to get on the litters!** The wounded player will place one **hand on the litter or the A&L team members body** and the A&L team will gracefully “move” the wounded player to **the CCP.** If the A&L team is hit while moving, the casualty is considered “dropped” and another team member must fill in to move the casualty. If a player is carrying (in a pack or in their hand) a litter and is hit, other players can retrieve the equipment.

Casualty Collection Point (CCP): **It must be 150 ft from the active combat space**, but setting it up further might be indicated. The CCP is vulnerable to enemy fire; enemies that overwhelm CCP's can steal all medic supplies and make a platoon ineffective. If the enemy is encroaching on the CCP it is highly advised to move the CCP to a safer location. Casualties that get hit while being revived (drinking water) or having their TQ's reset are considered Dead. The CCP should be marked with either a VS17 Panel or other visible marker to let players know where it is. See medic diagrams on pages 43-46 for more details.

APPENDIX 1. MEDIC RULES

Platoon Medic: The platoon medic is responsible for keeping the platoon alive. Platoon medics can setup CCP's within 150 ft of combat zones, can administer medical supplies (8 oz water), can remove TQ's, set up medical waste bags (trash bags for water bottles), call in medical supply drops, and hold accountable dead casualties with physical fitness; dead casualties must do 10 burpees and the platoon medic must be a witness. The Platoon medic is also allowed 1 pre designated Medical Assistant (MA) inside the CCP to assist with treatment (giving water bottles and resetting TQ's). **ONLY A MEDIC or MA can RESET TQ's!** Platoon medics can be eliminated, CCP's can be overrun, and supplies stolen. This is disastrous for the platoon and must be avoided - place CCP's accordingly. If a medic is eliminated and the platoon/unit/team is wiped out, they must retreat to a distant location (300-400 meters away from the front) and revive all members.

What happens if the medic is a level II casualty? The medic must be moved by an aid and litter team to a safe location (preferably the ccp) and provided a medic water by any aid and litter team. The medic can reset his own tourniquet upon drinking a medic water.

APPENDIX 1. MEDIC RULES

What do I do when I am hit by a BB, grenade, or mortar?

You will immediately **scream as loud as possible** and act out your injury as violently as possible. Not only will this let the enemy know you have been hit, but it lets your friends know you have been hit. At this point you are incapacitated, please don't point out where the enemy is, call out enemy positions, reload your mags, or talk on the radio. Just lay on the ground and enjoy the view. **Yelling "HIT!" taking a knee and pulling out a dead rag is NOT ACCEPTABLE**; this is an excellent way to get shot multiple times. This is not an airsoft event, this is a simulation game, play the part. You may use a dead rag, but they are highly discouraged.

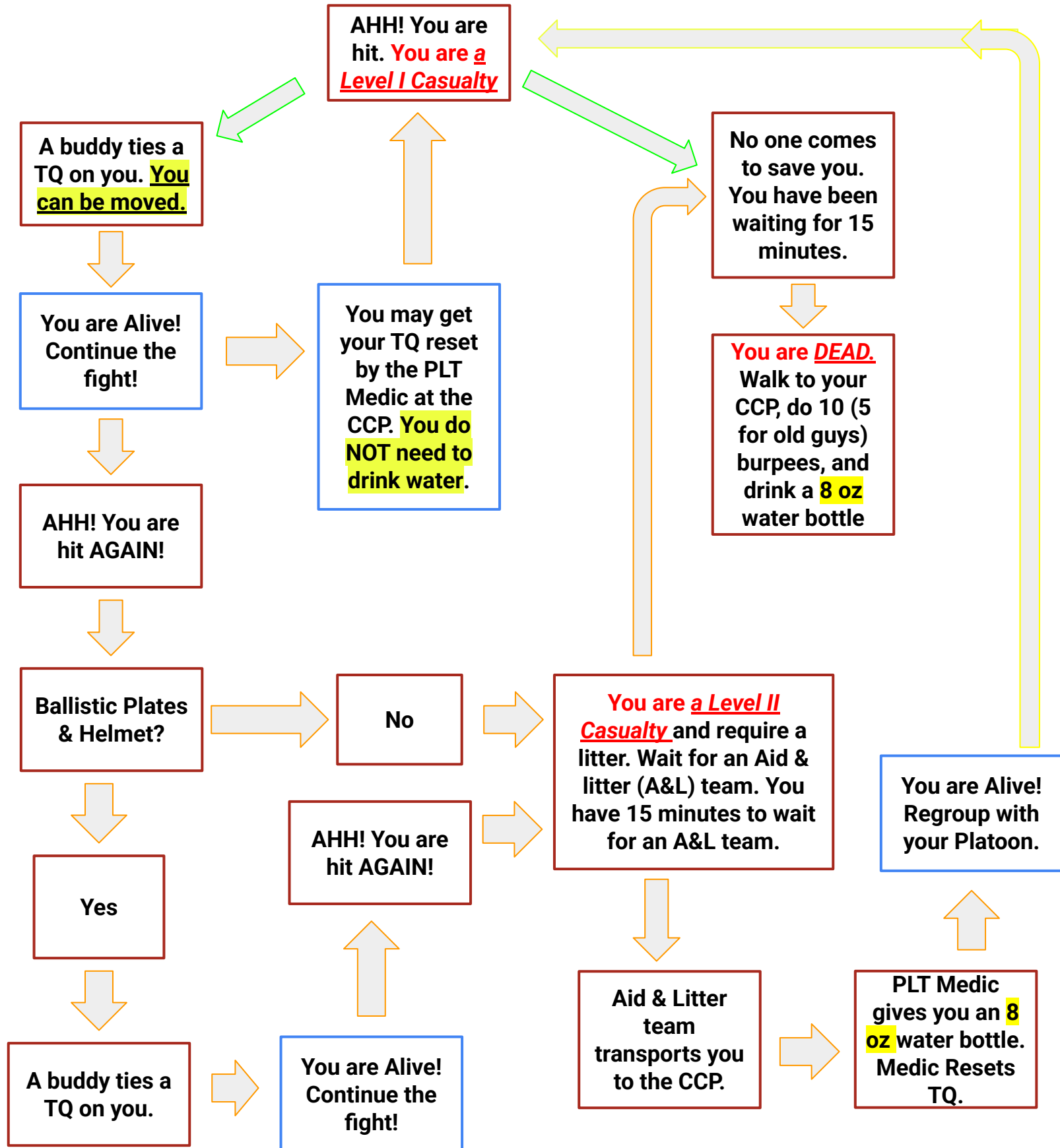
APPENDIX 1. MEDIC RULES

Sequence of events for hits & Revives:

1. **First hit:** Fall to the ground in agony, call out to friendlies “I need a tourniquet!”. Bleed out time is 15 minutes; if a buddy does not apply a TQ in 15 minutes you are are dead and must walk to the CCP, do 10 burpees, and drink a 8 oz water. If you are wearing a ballistic helmet and body armor (8lbs) you will receive a second TQ and can take two hits before needing an Aid & Litter team.
2. **Second hit:** Fall to the ground in agony, call out to friendlies “I need Aid & litter! I need a medic!”. Bleed out time of 15 minutes; if you are not retrieved in 15 minutes you are dead and must walk to the CC, do 10 burpees, and drink a 8 oz water bottle.

IMPORTANT TIPS: Being “Dead” is a big deal. This means your platoon will be without you for upwards to 30-40 minutes! The 15 minute bleed out time is mandatory; you must lay on the ground for 15 minutes, unless someone saves you. To prevent a dead player, PLT Medics must ensure supplies (8oz waters) are maintained and the CCP is not overrun. A well coordinated platoon should not have dead players, they should only have Level I & II casualties.

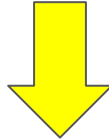
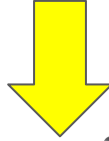
APPENDIX 1. MEDIC RULES



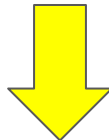
APPENDIX 1. MEDIC RULES

Scenario 1

AHH! I am HIT!



AHH! I am HIT AGAIN!



APPENDIX 1. MEDIC RULES

Scenario 2

AHH! I am HIT!

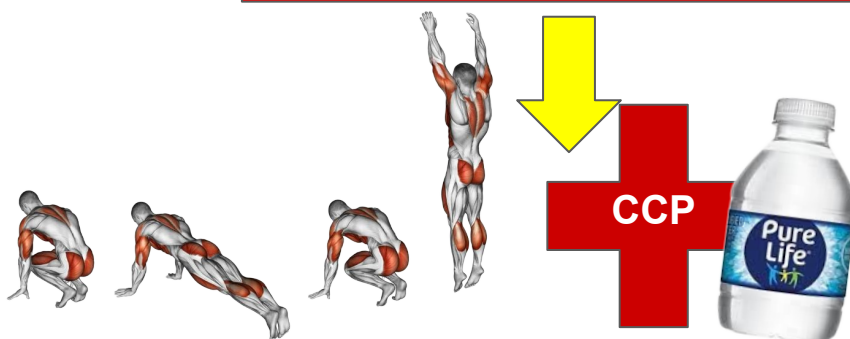


AHH! I am HIT AGAIN!

15:00 Minutes has past..



DEAD.



APPENDIX 1. MEDIC RULES

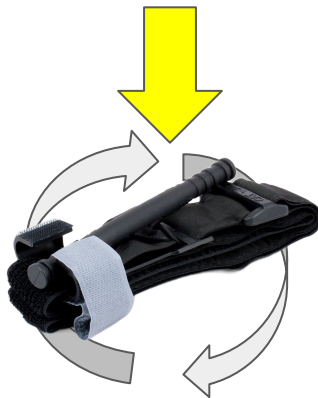
To avoid having an aid & litter team deploy to retrieve you, we recommend this flow chart. This will keep the platoon alive and at fighting numbers without deploying A&L teams as often. The key is to avoid a CASEVAC (Dead) as much as possible.

Scenario 3

AHH! I am HIT!



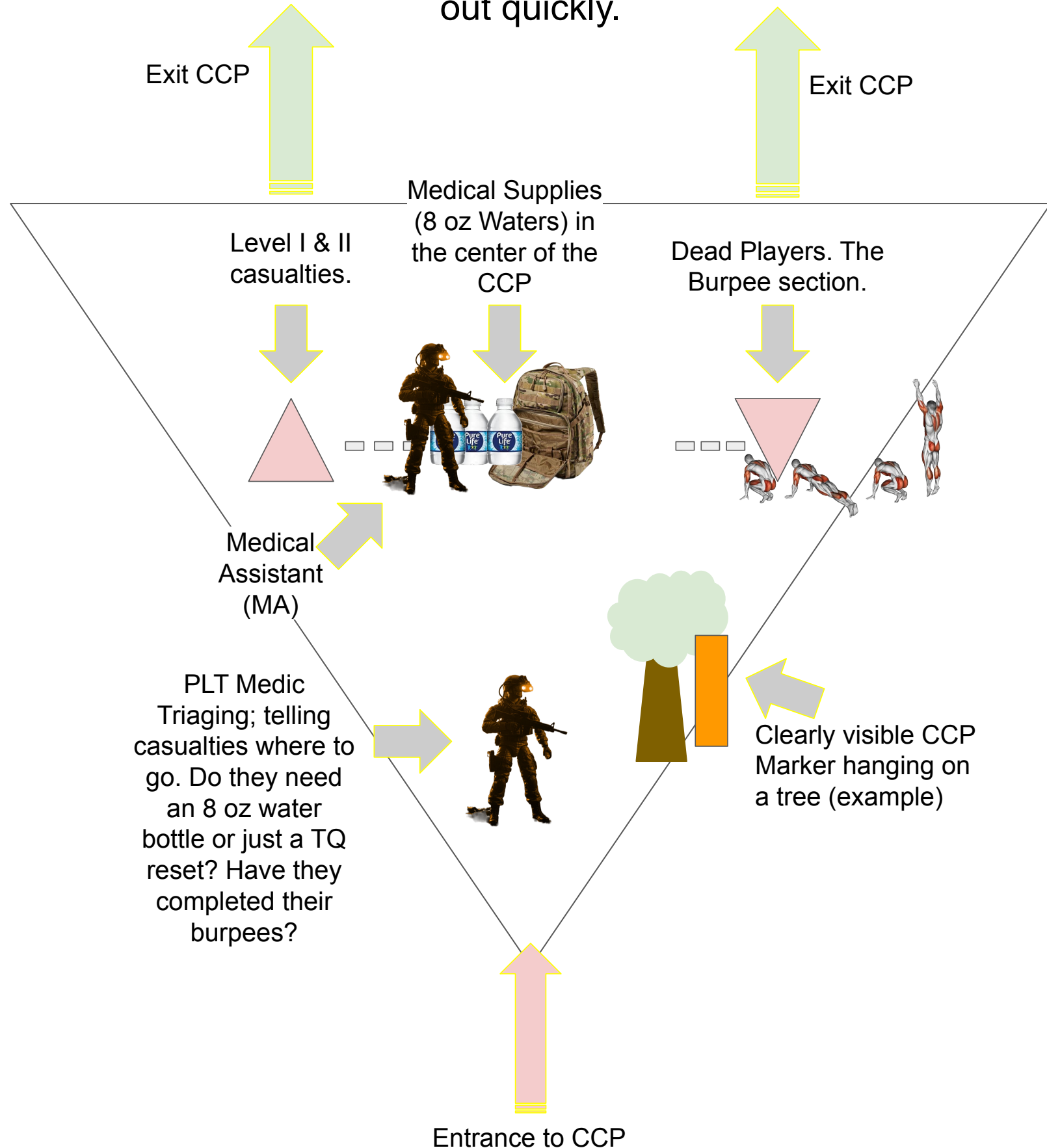
WALK TO CCP; You are a Level 1 Casualty, another hit will require an A&L team to retrieve you.



Medic Resets TQ. You are now **100% health.**

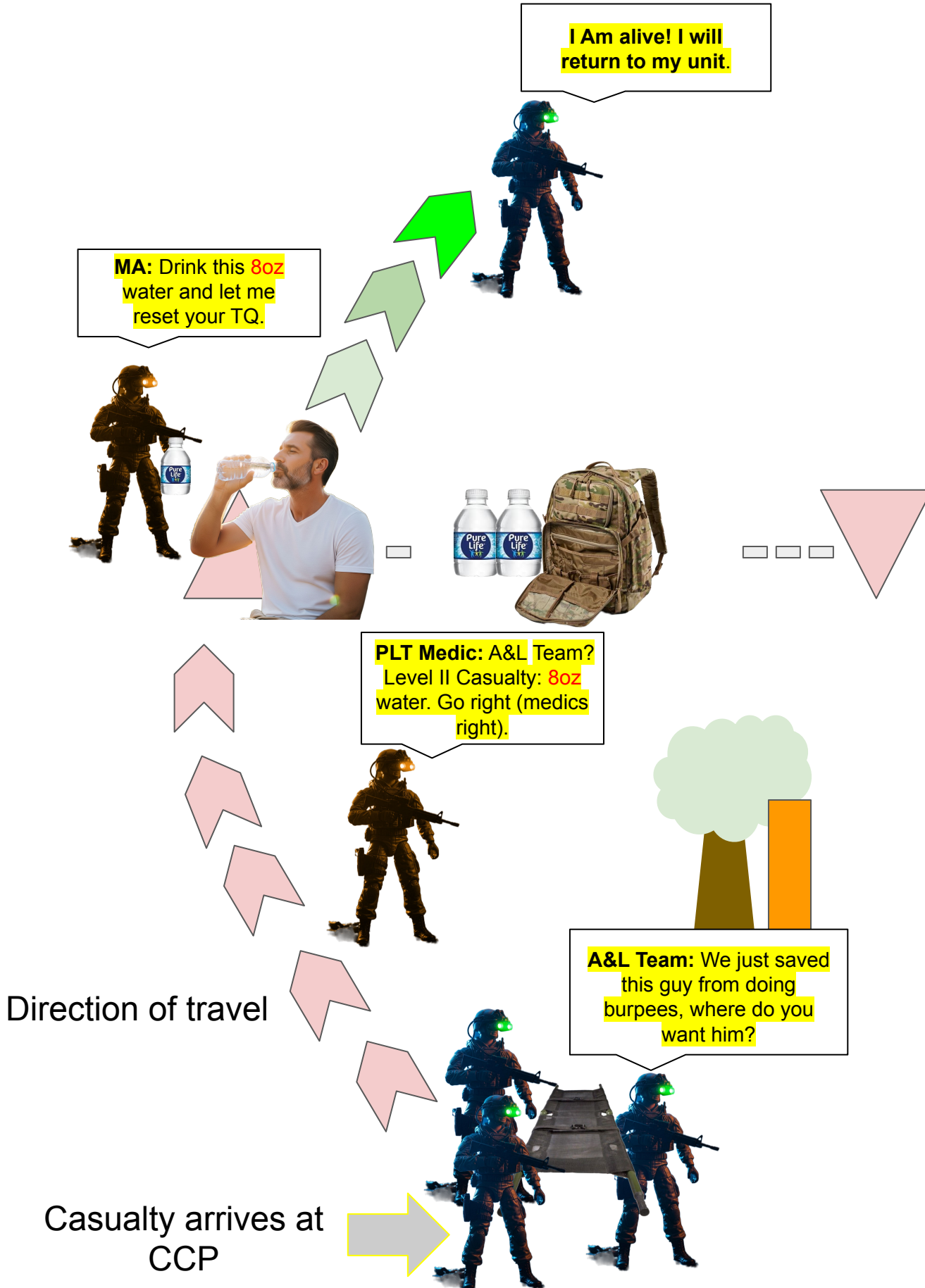
APPENDIX 1. MEDIC RULES

CCP Management: How to setup a Triangle CCP in the field. Keeping the CCP organized is key to moving casualties in and out quickly.



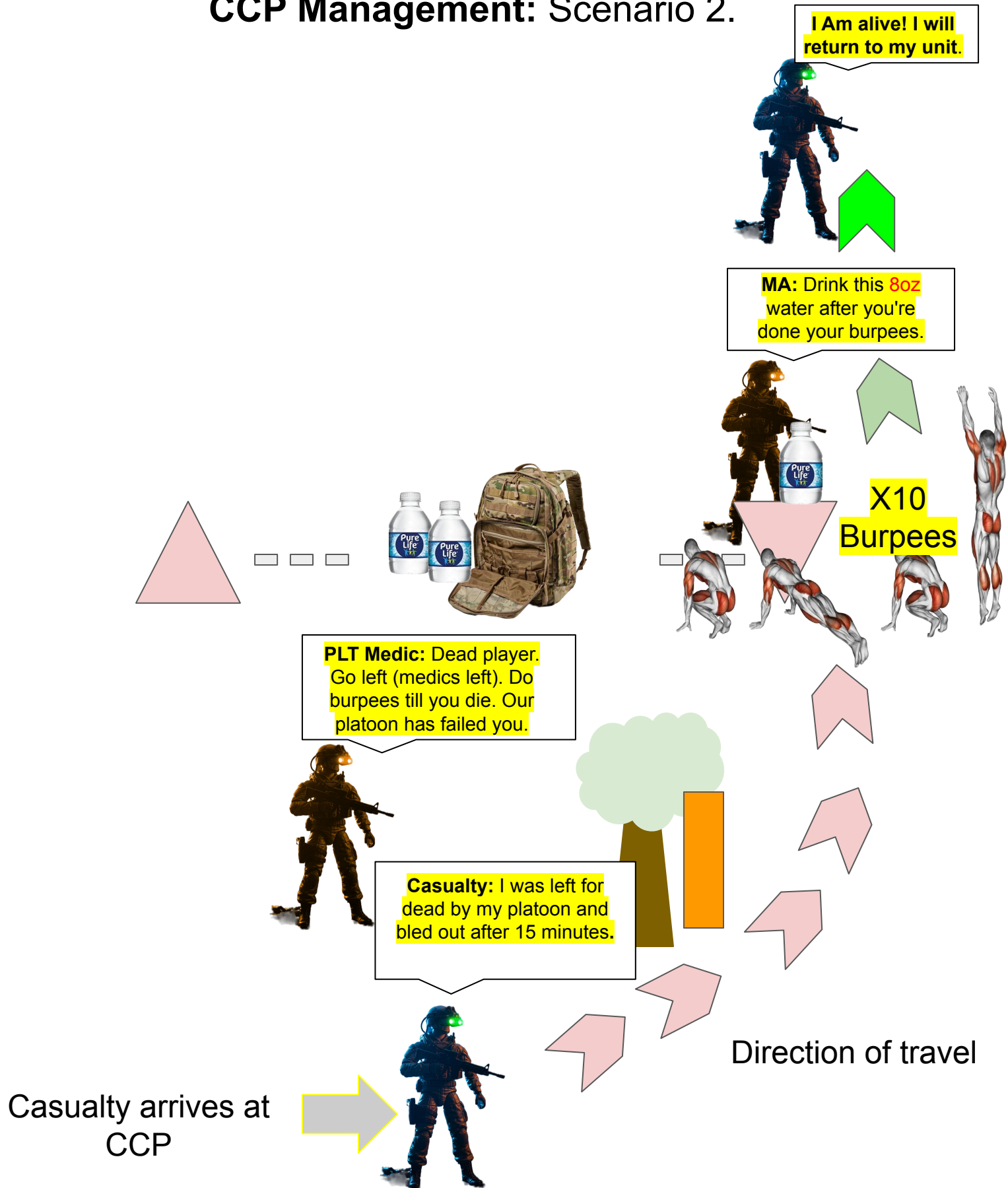
APPENDIX 1. MEDIC RULES

CCP Management: Scenario 1.



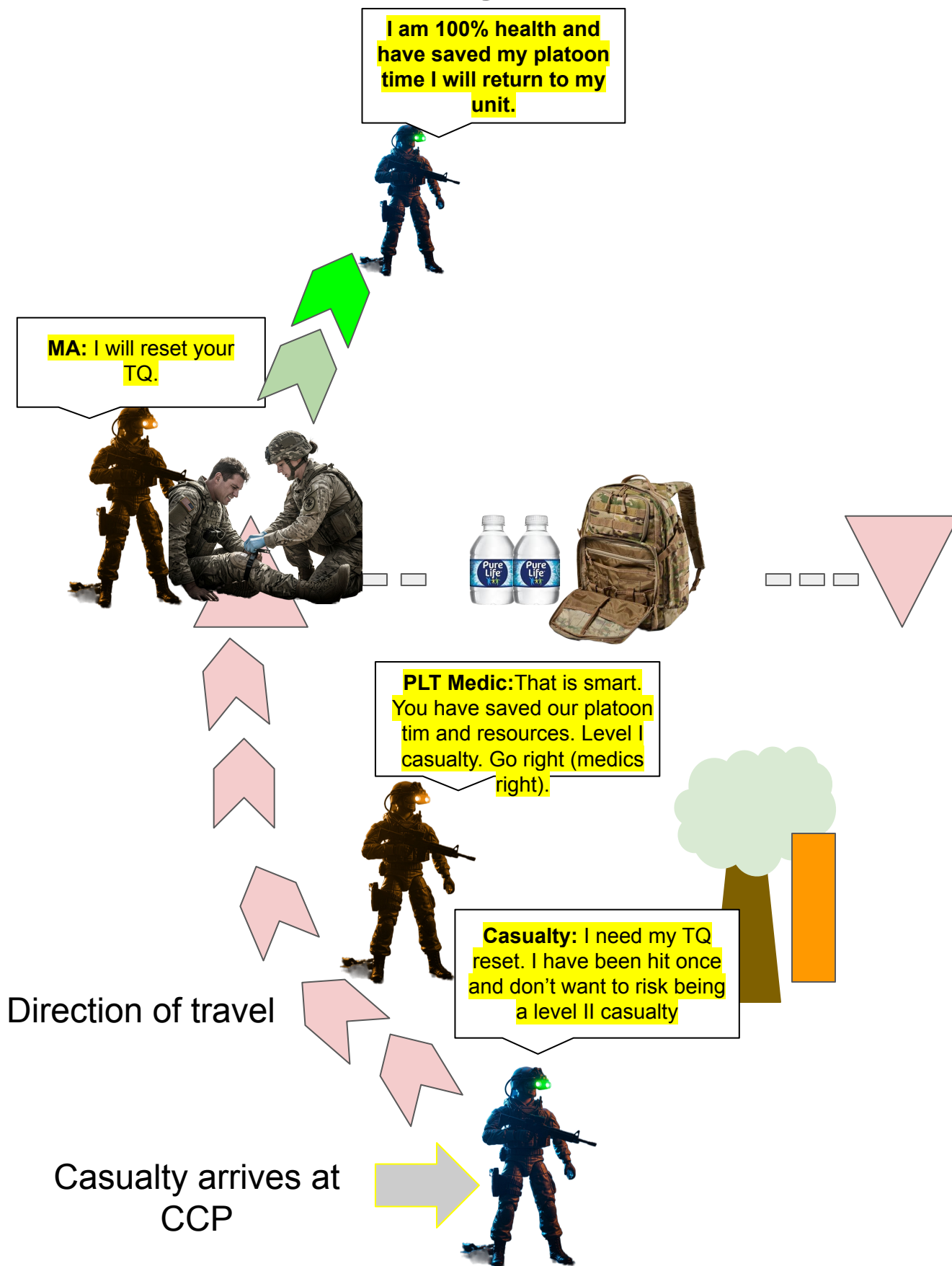
APPENDIX 1. MEDIC RULES

CCP Management: Scenario 2.



APPENDIX 1. MEDIC RULES

CCP Management: Scenario 3.



APPENDIX 2. RESUPPLY

Resupply Operations: Resupply operations involve medical (water bottles) and ammunition (BBs) delivered by helicopter (drone) or vehicle. Supplies are not given out easily, they must be radioed in, Landing Zones (LZ's) must be setup, and security teams must be designated.

Drone: The drone purchased for our events is very EXPENSIVE. If you shoot it, point at it with a rifle, fire a rocket, mortar, or any projectile at the drone you could be held liable for damages. The drone is used by command to resupply troops in the field in austere environments where enemy contact is likely. NATO will resupply by drone unless the drone is inoperable or significant weather conditions prevent usage.

Landing Zones (LZ's): Landing zones must be prepared for helicopter resupply operations. An LZ can consist of one of three options: VS17 Panel (recommended to be 5'x5'), smoke (1-2 minute burn time), or for night time operations, white flash light signal or flare. Ensuring open space for proper delivery of equipment is vitally important. This includes large fields, roof tops, and large structures. Allowing the enemy control of these key pieces of terrain could result in a full retreat due to lack of supplies. See next page for images. LZ's can be compromised, ensure proper security. DO NOT SHOOT THE DRONE AND NEVER WALK INTO AN ACTIVE DROP ZONE.

APPENDIX 2. RESUPPLY

Main Supply Routes (MSR): The MSR is essential to resupply the front line. The Militia faction will resupply via MSR's; they do not use a drone. The Militia faction is provided an off map ATV, Truck, Bike, or combination of the three ([see page 45](#)) with a security escort to deliver supplies. Securing MSR's is vital to the survivability of the militia forces.

Quick Reaction Force (QRF): To provide support to troops on the front lines, each team should maintain a QRF to respond to overwhelming force. **The militia faction will always have an off map QRF** ready to deploy to assist with resupply operations; unless low player numbers prevent a QRF. The designated QRF team should be at least 5 players, but can be more. The QRF team must be cycled off every 4-6 hours to give players a chance to participate in the rest of the exercise.



APPENDIX 2. RESUPPLY

LANDING ZONE RADIO SCRIPT: Print this page and have it on you at all times.

You: “_____ (*Drone Team Call Sign*) this is _____ (*your call sign*) we are requesting resupply of _____ (*Medic supplies, Ammo, Litters, etc*) over.”

Drone Team: “Roger _____ (*your call sign*), please provide 6 line resupply, over.”

You: 6 Line Resupply:

1. **Urgency:** *Routine or Urgent?*
2. **Hard** (*heavy canopy, no parachute*) or **Soft** (*parachute, open field*)?
3. **Equipment:** *2 bottles of ammo, 10 8oz bottles of medic waters, etc.*
4. **Grid:** *8 or 10 digit MGRS, your location.*
5. **Method of Marking:** *Smoke, VS17 panel, White Light?*
6. **Enemy Presence:** *No enemy or Enemy contact likely?*
7. **OVER.**

Drone Team: “Roger, bird is in route to your location, 5 minutes out. Clear the landing zone, over.”

You: “Copy, clearing the Landing zone and placing marker, over.”

Drone Team: “30 seconds out, clear the landing zone, over.”

You: “Landing Zone Clear, Drop payload, over.”

LANDING ZONE RADIO SCRIPT: Print this page and have it on you at all times.

You: “ _____ (Drone Team Call Sign)
this is _____ (your call sign) we are
requesting resupply of _____ (Medic
supplies, Ammo, Litters, etc) over”

Drone Team: “Roger _____ (your call
sign), please provide 6 line resupply, over.”

You: 6 Line Resupply:

1. **Urgency:** Routine or Urgent?
2. **Hard** (heavy canopy, no parachute) or
Soft (parachute, open field)?
3. **Equipment:** 2 bottles of ammo, 10 bottles
of medic waters, etc.
4. **Grid:** 8 or 10 digit MGRS, your location.
5. **Method of Marking:** Smoke, VS17 panel,
BuzzSaw, Chem lights, Inverted Y, Flare?
6. **Enemy Presence:** No enemy or Enemy
contact likely?
7. **OVER.**

Drone Team: “Roger, bird is in route to
your location, 5 minutes out. Clear the
landing zone, over.”

You: “Copy, clearing the Landing zone
and placing marker, over.”

Drone Team: “30 seconds out, clear the
landing zone, over.”

You: “Landing Zone Clear, Drop payload,
over.”

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1. **Urgency:** Routine or Urgent?
2. **Hard** (heavy canopy, no parachute) or
Soft (parachute, open field)?
3. **Equipment:** 2 bottles of ammo, 10 bottles
of medic waters, etc.
4. **Grid:** 8 or 10 digit MGRS, your location.
5. **Method of Marking:** Smoke, VS17 panel,
BuzzSaw, Chem lights, Inverted Y, Flare?
6. **Enemy Presence:** No enemy or Enemy
contact likely?
7. **OVER.**

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over.”

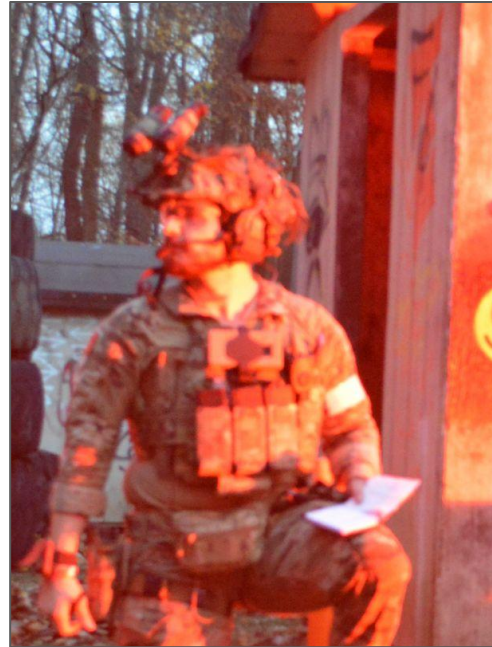
**Landing Zone Scripts are used for
both Militia and NATO team. Line 2
is not relevant to the Militia
Faction.**

APPENDIX 2. RESUPPLY

Find an open area. If there is none, find the best opening in the canopy.



Alert Command of an incoming resupply request. Send 6 line resupply.



Alert Pilots with signal device; smoke, VS-17 panel, flare. Guide Pilots in. When drone is in position tell pilots to drop cargo.



Clear the LZ! Ensure no players, debris or vehicles are anywhere near the LZ. Receive the payload, LZ is no longer hot.

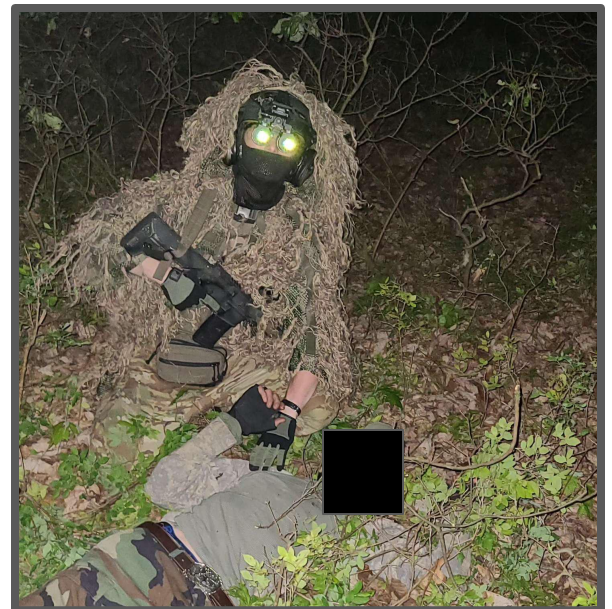


APPENDIX 3. SEARCHING & BEING SERACHED

Searching: All casualties (Level I, Level II and dead players) can be “looted” by the opposing team. Dead players en route to the CCP can also be searched. When a player has been hit and is lying on the ground and waiting for aid, enemy players can search them for intel, ammo, and medical supplies. Before searching a player **YOU MUST OBTAIN CONSENT.** Obtaining consent consists of asking the enemy player “Do you consent to a search?”. Upon receiving permission to search a player you may begin searching pouches, packs, and pockets for ammo (**out of speed loaders or bottles**, not magazines), medical supplies (8 oz water bottles), and intel (maps, grids, radio frequencies). You are NOT authorized to search, take, or discard a players personal items, such as wallets, phones, keys, etc. If the player being searched at any point tells you to STOP, you must stop searching them. If a player does not consent to a search, they must hand over all ammo, medical supplies, and intel. Make sure not to take anyone's personal pyro. Unattended equipment (rucks, backpacks, gear) can NOT be searched; you do not have consent.

APPENDIX 3. SEARCHING & BEING SEARCHED

Searching Optics (Militia faction only): Militia players can loot Nato players for advanced optics (Thermals / Night vision) by taking a selfie with the downed enemy. At this point they can freely use any NVG / Thermal device that they brought to the event. Night vision devices and thermals can be looted interchangeably; if you have a night vision device and search a player, only to find a thermal device, you are still authorized to use your night vision device. Once a militia player has acquired an advanced optic, they can freely use it for the rest of the CAS event. Any militia players using advanced optics are subject to Cadre audits for photos at any time. Anyone caught abusing this will do 30 burpees or leave the event.



APPENDIX 3. SEARCHING & BEING SEARCHED

Being Searched: While being searched, you have two options: consent to a search or hand over any ammo, medical supplies, or intel you have on your person. If you consent to be searched, play the part and “go limp”. Do not help the player searching you by opening pouches and backpacks. Lay on the ground and play dead, you are “dead”, act like it. **If the player searching you begins to search personal items or is abusive, tell them to STOP.** At this point, you must hand over any remaining ammo, medical supplies, or intel to complete the search. Hiding intel in your groin, shoving ammo in your armpit, or throwing your radio battery in the woods while dead is not acceptable. For example, you are on the ground waiting for an A&L team, the enemy is very close and you decide to throw your radio battery in the woods to avoid compromising your frequencies. This is not acceptable. You are considered incapacitated as a Level I, Level II, and dead casualty.



APPENDIX 4. VEHICLES

General Guidelines: All vehicles must be pre authorized by CAS staff prior to the event, email us. Do not just show up to the event with a vehicle. When hit, all vehicle drivers must place the vehicle in park, put on hazard flashers, and lay next to the vehicle or act “dead” inside of the vehicle.

Bikes: Bikes (Dirt Bikes, E-Bikes, Bicycles) are a means of transportation for the militias faction to resupply. **Only the militia faction and Scout teams on NATO can utilize this mode of transportation.** NATO can not resupply via bike. Only 2 bikes per NATO Scout platoon. Bikes are allowed on any trails or roads within the AO. To eliminate a bike, aim your replica at the driver and step near the road. **DO NOT shoot the driver** with anything; no explosives (launchable 37mm grenades), mines, foam, or BBs. If necessary, wave the driver down and communicate that they have been hit. They must safely stop the vehicle, place it in park, put on hazard flashers, and lay next to the bike. The driver/occupants must follow standard medic rules when hit; 15 minute bleed out time, etc, refer to [slide 29](#). Drivers/occupants can be searched and supplies looted. Bikes can not be stolen; assume the bike was destroyed when the driver was hit. If the driver and occupants have bled out after 15 minutes they can drive the bike back to the CCP. Bikes have an instant respawn.

APPENDIX 4. VEHICLES

Trucks: Trucks (pickup trucks) must be preauthorized for the event, email us. Do not show up with a truck and expect to use it if you have not obtained authorization. The militia faction utilizes pickup trucks to resupply front line units and offers space for the QRF. **NATO can NOT** use pickup trucks for logistics, only for transportation of players and equipment. Pickup trucks must be one of the following models: Toyota Tacoma, Ford Ranger, or Nissan Frontier. **To eliminate a truck it must be hit by a single 37mm Taginn pyrotechnic or chalk round fired from a grenade launcher, IWA pyrotechnic or chalk round fired from a grenade launcher, or a direct mortar round. Hand grenades dropped into a window or the bed of the truck will also destroy the vehicle.** When a vehicle has been eliminated, all occupants inside the vehicle are considered Dead and must wait their 15 minute bleed out time. Once the 15 minutes has passed, the truck must return to the off map TOC to respawn. Trucks have an instant respawn. **Windows must be rolled down at all times.** Players operating their own vehicles should expect hand grenades to be thrown into their vehicle and the bed of the truck, volunteer your vehicle at your own will. Mandatory Speed limit of 15 miles per hour anywhere on the AO and seat belts must be worn at all times. Players may not ride in the bed of the truck at any time without a safety harness.

APPENDIX 4. VEHICLES

Technical Vehicles: To be considered a Technical Vehicle, the vehicle must have a medium machine gun or heavy machine gun mounted to the roof or the bed with a bipod/tripod and be one of the following models: Toyota Tacoma, Ford Ranger, or Nissan Frontier. A Technical Vehicle is **NOT a player shooting an AK replica out of a side window.** The advantage of technical vehicles is they are allowed to fight on the front lines whereas standard pickup trucks are for logistics. **To eliminate a Technical it must be hit by a single 37mm Taginn pyrotechnic or chalk round fired from a grenade launcher, IWA pyrotechnic or chalk round fired from a grenade launcher, or a direct mortar round.** Hand grenades dropped into a window or the bed of the truck will also destroy the vehicle. When a Technical has been eliminated, all occupants inside the vehicle are considered Dead and must wait their 15 minute bleed out time. Once the 15 minutes has passed, the driver will drive the truck and its occupants to the off map TOC, wait 90 minutes and respawn back into the exercise. **Windows must be rolled down at all times.** Players operating their own vehicles should expect hand grenades to be thrown into their vehicle and the bed of the truck, volunteer your vehicle at your own will. Mandatory Speed limit of 15 miles per hour anywhere on the AO and seat belts must be worn at all times. Players may not ride in the bed of the truck without a safety harness.

APPENDIX 4. VEHICLES

Vehicles and Casualties: Bikes and Technical vehicles can not be used to transport Level II casualties or dead players; non ambulatory casualties. A Level I casualty is appropriate; someone who has been hit once and is ambulatory. Standard pickup trucks used for logistics should not be used for transportation of Level II casualties and dead players; **nobody is allowed in the bed of the truck.** Pickup trucks can not replace an A&L team.

Drones/UAV's: Players can bring their drones and deploy them for overwatch or recon, however, players must follow strict protocol to avoid air collision or injury. Drone operators are a battalion/company level asset and require permission to deploy from cadre. **CAS utilizes several heavy lift drones to resupply teams in the field, air space must be clear. DO NOT DEPLOY your drone without permission!**

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APPENDIX 5. Radios

Radio Frequencies: At CAS events we stick to GMRS frequencies in order to avoid conflicting with LE / Aviation VHF and UHF Freqs. All participants should show up to the event with proper antennas for GMRS frequencies. Specific Frequencies for each team will be given by leadership prior to the event. All fireteam leadership and up must have Radios.

Enemy Radios: At CAS Events, if you learn which frequencies the enemy are on, you are allowed to listen in on them. You are not allowed to harass or impersonate the enemy on their frequencies.

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ANNEX F.

Blank Fire & Pyrotechnics

Headquarters Department of CAS

APPENDIX 1. BLANK FIRE

General Guidelines: Never show up to an CAS event with a blank fire rifle without emailing us first. **A barrel length of 14” is the minimum barrel length acceptable for any rifle system. Never fire blank fire rifles inside of buildings.**

Allow for a 20ft minimum engagement distance from you to the target. Must be 21 years or older with no felony. Pistols follow the same standards. Blank fire is a tool to enhance the atmosphere of events, don't get frustrated when players do not call their hits when a blank fire rifle is shooting at them.

Receiving Blank Fire: When receiving blank fire from the enemy, take cover as if you are under real fire. Blank fire is capable of **pinning players in position, especially machine guns.**

Calling your hits from blank fire is voluntary, but consider the cover around you and direction of fire to determine whether or not you should be hit. **Players MUST REACT to blank fire. See graphics on next page to understand reacting.**

RDX BOSS System: The RDX Boss system uses MAP gas and electrical signals to create a noise similar to blank fire. React the same way to the sound of the BOSS system that you would to blank fire. The BOSS system allows cadre to use blank fire at certain venues that would otherwise not allow real blank fire.

APPENDIX 1. BLANK FIRE

Scenario 1: Rifle Blank Fire



"We are taking accurate fire! Hit the dirt!"



"We are in cover, lets suppress that position!"



Scenario 2: Machine Gun Blank Fire



"We are pinned! Don't move until he reloads!"



APPENDIX 2. PYROTECHNICS

Distraction Devices: Simulation devices at CAS events are limited to the following: Taginn, IWA, Enola Gaye, or C02 Grenades. Homemade pyrotechnic devices are not allowed. All devices must have a loud explosion in order to eliminate anyone. Hand grenades have a 15ft elimination radius. It is not difficult to differentiate between a mortar round and a simulation device; mortar rounds fall from the sky and are significantly louder than a simulation device. **A grenade in any room will eliminate everyone inside, regardless of cover or size of the room.**

Smoke: Any and all smoke grenades are permitted besides homemade smoke grenades. **Do not throw smokes into buildings.**

Grenade Launchers and Rockets: Grenade launchables must explode to eliminate other players. Projectiles can not be foam rockets or other forms of projectiles. Some examples include: IWA grenade launcher, Taginn Reaper rounds, Stingray AT4, etc. Rockets have a 15ft elimination radius, and will eliminate everyone in a room or hallway if they are fired into a structure regardless of cover or size of the room.

Mortars: There are only two authorized mortar is the IWA Mortar system. You must possess a Professional Pyrotechnic Certification (PPC) to operate it. **Elimination radius is 20ft;** Landing a mortar round on target is very difficult, we reward mortar teams with a large “kill” radius.

APPENDIX 3. DESTRUCTION

Elimination of players in buildings: The only pyrotechnic device capable of eliminating players in a soft structure is a direct impact from an explosive mortar round.

Soft Structure: connex buildings single story, single story residential buildings, RV's, burnt out vehicles, wooden bunkers, or buildings with no roof.

Hard Structures: Any building made of cement or that has multiple stories to it; hospitals, churches, two story residential homes, apartment complexes, or triple/double decker connex buildings. Any structure deemed a “Bunker” by cadre; will be labeled “Bunker” in the field.

Rooftops & Balconies: A mortar round to any rooftop or balcony, regardless if it is a hard or soft structure results in the elimination of all players on that rooftop/balcony.

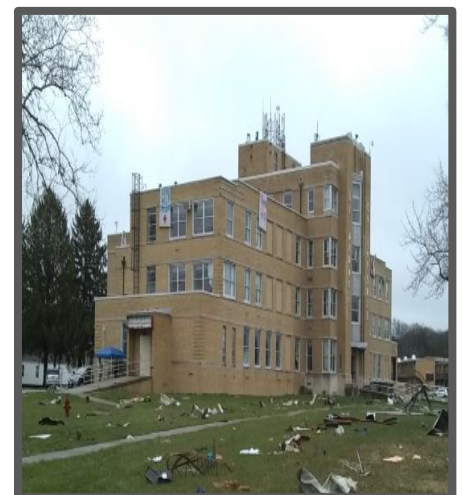
Soft



Soft



Hard



APPENDIX 3. DESTRUCTION

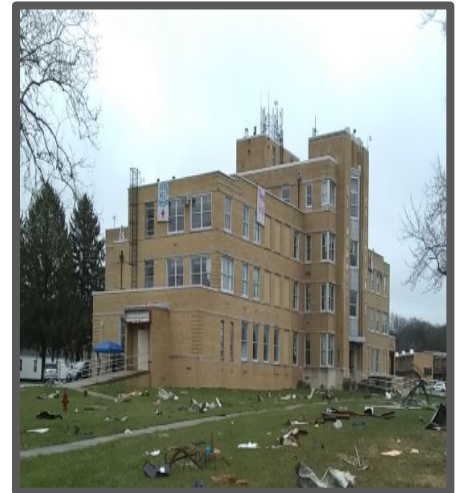
Soft



Soft



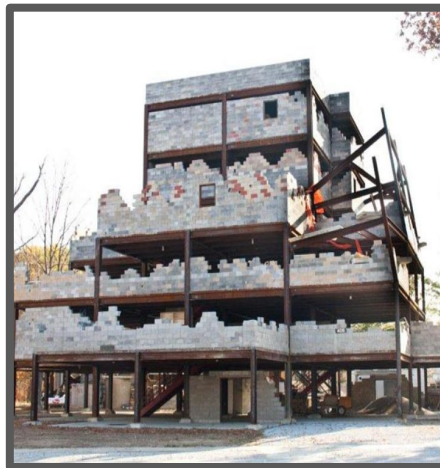
Hard



Hard



Hard



Soft



Hard





ANNEX G.

Safety & Organization

Headquarters Department of BMA

APPENDIX 1. SAFETY PROTOCOLS

Guidelines: Never, never remove eye protection in the field, even while you are sleeping. If your eye protection falls off mid game, cover your eyes with your hands and ask a friend for help. Be accountable for your actions; throw pyro in the correct areas, stomp out fires, pay attention to your health. Ensure hearing protection is worn at all times. If you see something wrong, say something, keep your ego out of it and help others.

Eye Protection: No mesh eye protection, must be ANSI Z.87.1+ rated. No exceptions. A gasket is highly encouraged for your eye protection. No paintball masks or any non military mask is authorized. Never remove eye protection for any reason. If you are sleeping, your eye protection comes off, and you are being raided, cover your eyes with your hands and announce that you have been eliminated. Do not remove your hands until a friend can recover your eye protection.

Personal Protective Equipment (PPE): Due to the nature of CAS events, helmets must be worn in combat. Gloves are also highly recommended, especially when handling pyrotechnics. Ear protection should be worn at all times, for most of the event you will be exposed to high decibel equipment.

Vehicles: Never lay in the middle or the side of a road, never try to surprise the driver or make unpredictable movements. Never shoot anything at the driver!

APPENDIX 1. SAFETY PROTOCOLS

Real World Emergency: If there is a risk of losing life, limb, or eye sight yell “**REAL WORLD**” as loud as possible to let others know there is a situation that requires the game to stop. Players in the surrounding area will echo this command to let everyone know. A real world emergency can also be called for weather conditions; hurricanes, tornadoes, or flash floods. When a real world emergency has been called, **Stop playing, Echo the command, Remain in place (SER).**

Latrines: Do not engage players going to utilize the latrines! Fighting over latrines is not part of the game, they are considered out of play. Do not bring your replica to the latrines with you. Do not throw grenades inside the latrines; **this type of behavior warrants a lifetime ban.** If a BB war is happening around the latrine, put your hands above your head and walk to the latrine. You may also use a VS-17 or “Death Rag” to mark yourself out of play.

Hydration: It is your responsibility to remain hydrated throughout the event. Water points will be provided at various locations throughout the event. These will be marked with blue circles on maps and roads to ensure players understand where watering points are located.

APPENDIX 1. SAFETY PROTOCOLS

Health: Take responsibility for your health in the field. If you are dehydrated, feeling sick, or out of shape. Let a cadre know - let somebody know! This is not a military exercise or a delta force deployment, **you do not need to push yourself to complete failure, this IS A GAME.** Do not take the game too serious.

Risk: Attending CAS events involves risk like anything else. The most common injuries at CAS events are dehydration, sprains/rolled ankles, insect bites, and weather injuries. To mitigate these risks, cadre conduct individual inspections of all players and ensure they have the proper equipment; sleeping bag, wet weather tops, etc. In addition, CAS employs several first responders, paramedics, and nurses that will respond to any situation. **Because of these mitigating factors, the risk of major injury is low.**

Black Hawk Incidents: In the case of a heavy lift drone crashing, a “Black Hawk Down” (BHI) incident will occur. Cadre will inform NATO players of the location of the crashed aircraft and protocols to secure the site. Players are not authorized to touch the downed aircraft; This is to prevent further damage to the aircraft. BHI’s do not stop the game, but instead are used to enhance the simulation and make the owners of CAS not regret their investment into heavy lift drones.

APPENDIX 2. EVENT INFORMATION

Communication: All organization and communication will be done inside the CAS Discord

(<https://discord.gg/AbzKCPvtpE>). Each faction will have their own private area to communicate; this is down to the squad level. Faction groups will appear within four weeks of the event and will be deleted within one week of the conclusion of the event. Do not send cadre/staff messages on facebook or instagram, communicate directly on Discord. All Operation Orders (OPORD) and individual Orders will be emailed to the email you signed up with. OPOrd and Individual Orders will be emailed within one week of the event.

Documentation: Upon arrival to CAS events, you will need a at least **two** copies of your **Orders** to process in. Your Orders are a piece of paper that is emailed to you by your cadre. You will also need your **Waiver** signed and dated; if you are under 18 you will need the **Waiver for Minors**. You must also have a **Photo ID** and [Medical Card](#) (see slide 7) on you at all times. If you have an IWA Mortar you must bring a physical copy of your IWA PPC with you.

Field Manual: Every player attending CAS events must read this field manual and its entirety. Each player must understand the rules of the game in order to attend. You will be asked verbally if you have read the CAS FM.