

Inauthenticity Penalties

Inauthentic gear and clothing can cause points to be taken away from the side which commits the authenticity violation. Although there will not be formal inspections, the referees will be constantly on the alert for authenticity violations and will record the point penalties for each violation as it is observed.

40 point penalty per instance of every non-period item worn in the field, such as non-WWII era glasses or shoes. Exposure of non-period undergarments, such as T-shirts or athletic socks, will be assessed a penalty per occurrence.

In fortified camps:

20 point penalty for every non-period item of camp equipment visible—this includes but is not limited to modern blankets, sleeping bags, air mattresses, plastic tarps, modern furniture, coolers and modern boxes or containers.

While at this WWII combat simulation you will be judged by referees who will score your conduct, performance and appearance. Failure on your part to conform to the scenario and event rules could result in your (and your unit's) expulsion from the event.

I have read and understand the above statement and agree to abide by the event scenario and rules.

Participant signature:

.....

Soldier's Pass for Combat System Event

Last name:

First Name:

Unit:

Unit CO:

Allergies:

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Blood Type:

Emergency Contact:

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Eight Basic Rules for the Infantry Soldier

1. **Listen to and follow your leaders.** They know what needs to be done in order to achieve victory for your side.
2. **Take a hit when you think you may have been hit.** It is better to die and fight later than to run up penalties that hurt your side.
3. **Do not yell “I got you!” or “Take a hit!”** Arguing with your opponent, or complaining to the referees about hits can cost your side **100 points**.
4. **Beware of snipers.** Rifle fire at a distance may be from a sniper—aiming at you. Do not make yourself a target.
5. **Respond to enemy fire as if it was real.** Take cover, move away from fire or move quickly through it. This includes machine gun, mortar and rifle fire. Do not stand around when under any type of fire—your side will be penalized **100 to 250 points** if you do.
6. **Do not touch or remove mine or booby trap markers.** Let the sappers or Pioniers take care of them—it’s their job.
7. **Do not pass through minefields or remove obstacles until they have been cleared by the sappers or Pioniers.** Failure to follow the above will incur a **500 point penalty** for your side, and may cause your side to lose.
8. **Do not argue with, distract, contradict, or hinder the referees.** The referees are judges, scorekeepers and evaluators. They will be watching what you do and don’t do. Referees will only stop an action if they see something unsafe or if they see a combatant gain a tactical advantage by violation of rules.

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Casualties and Prisoners

Taking hits

All participants in Combat Simulations are expected to take hits when appropriate. **The referees will not tell a soldier when he should take a hit**, but can assess that soldier’s side with a **20 point penalty if he doesn’t take a hit**. The decisions of referees are not contestable.

Staying “Dead” and Returning to Action

After taking a hit, act dead—do not sit upright and start joking with your buddies.

If your tactical unit is **advancing**, you must wait until it has completely passed you by and the **last man** has gone at least **20 yards** in front of you **before you can get up**.

If your tactical unit is **retreating**, you must stay down until **all enemy has passed** through the area or you are **taken prisoner**. (All casualties that are overrun are considered to be prisoners, instead of being “dead”)

If you are in a **static firefight**, you must stay dead for **five minutes** before resuming fighting.

Prisoners

An advancing force will immediately round up all enemy casualties in their rear and escort them to one of the pre-arranged Exchange Points. The soldiers escorting prisoners are considered to be under a flag of truce and are not to be fired upon until they rejoin their units.

Crew Served Weapons

When the entire crew of a heavy weapon is killed, the crew will stay out of action for 15 minutes. Heavy weapons destroyed in the field must move to a different location before they can resume firing.

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