

ADVANCED RULES

Advanced Rules are possible with minimum instruction to players, such as:

LIFESAVER/MEDIC/RESPAWN RULE

Every Player can act as a Lifesaver and heal fellow players by pulling the ATTS patch and advancing it to the next Dot (Note: Event Runners may also have a timed “Hands On” requirement that may also need to be fulfilled.) A Medic Player or designated Field Aid Station/MASH/Hospital can not only do the same, but by additional “Hands On” time, may reset the patch Dot by Dot all the way to it’s original state at the beginning of play. When a Player is out of “Lives” though, he must return to the Respawn point.

SIMULATED AIRSTRIKES/ARTILLERY BARRAGE

Since multiple players may be at multiple different stages of accrued hits, simulated area attacks can have a more random effect. As an example, a predefined area such as the “Village” or “Building A” is fired upon by enemy air support or artillery. Event Runners then notify players in that area to advance their Patches one or more Dots. Those that may or not of been hit can now be considered wounded, while those with too many pre-existing hits will need to respawn if the accrued hits push them past the Heal limit.

EQUIPMENT DAMAGE

To simulate decreasing combat effectiveness, Event Runners can utilize a damage index such as Green/Good To Go, Yellow/Primary Weapon Down and Red/Primary Weapon Down, Fixed Position, Bleeding Out.

TIPS

- For uniforms that do not have a pre-existing Velcro base square on the arm, a supplemental Velcro base is included with the ATTS Patch. This should be attached firmly as the ATTS Patch will be removed multiple times per day.
- Many players have multiple uniforms. Also, Re-enactors may not wish to add a Velcro base to their historic impression. In these instances safety pins could be used, but an even more useful method is attaching the accompanying Velcro base to a removable arm band which will allow the patch to be used with multiple uniforms without creating undo damage. Those using Ghillie suits may want to have a similar construct for their use, but in a far less observable position, such as the inside stock.
- Rules may vary from location to location, but the normal location for the ATTS Patch should be somewhere easily accessible to another player, such as the left arm of a uniform or the front of a tactical vest.
- For Event Runners that hold “open” events, they should have extra ATTS Patches available to disperse, loan or sell. If you would like to get the ATTS Patch with your field name, team or website address on them as well as a different color scheme (excluding Dot colors), contact RPCairsoft.com for more information.

AIRSOFT TRIAGE TRACKING SYSTEM



The Airsoft Triage Tracking System is for use in games utilizing Medics and/or Respawns. It is designed to be used as an easy way to track escalating damage for each Player and/or their equipment without the need for memorizing complicated rule sets and/or consumable devices that generate field trash. Also, though designed for airsoft, it works equally well for other pursuit sports such as milsim and scenario paintball.

COMPONENTS

The system is comprised of the following Rules Sheet, which can be modified by an Event Runner to suit the event, and the ATTS Patch & Velcro base.

BASIC RULES

The ATTS Patch can be used several different ways, but the Basic Rules set is three (3) individual Hit events that may Healed by a Medic, with the fourth Hit event requiring the Player to return to a respawn point such as a HQ/Base/Hospital to be able to re-enter the game. The way the Basic Rules work are as follows:

- 1) Patch is worn with the Green Dot starting in the 12 o’clock position.
- 2) When a Player is initially hit, they call themselves out and call for a Medic.
- 3) Once “Healed” according to Event Rules by a Medic, the ATTS Patch is advanced to the Yellow Dot at the 12 o’clock position.
- 4) When a Player is hit a second time, they call themselves out and call for a Medic.
- 5) Once “Healed” according to Event Rules by a Medic the 2nd time, the ATTS Patch is advanced to the Red Dot at the 12 o’clock position.
- 6) When a Player is hit third time, they call themselves out and call for a Medic.
- 7) Once “Healed” according to Event Rules by a Medic the 3rd time, the Patch is advanced to the Black Dot at the 12 o’clock position.
- 8) When a Player is hit a fourth time, they call themselves “Dead” and proceed back to Respawn.
- 9) Once at Respawn (and following the event rules), the Player resets the ATTS Patch to the Green Dot starting in the 12 o’clock position and they re-enter play.

HIT NUMBER VARIATIONS

The ATTS Patch can also work with other values for the number of hits, these include:

- 1 Heal, then Respawn (Start at Green, Then Black, Hit on Black go to Respawn)
- 2 Heals, then Respawn (Start at Green, Then Red, Then Black, Hit on Black go to Respawn)
- 4 Heals, then Respawn (Start at Black, Then Green, Then Yellow, Then Red, Then Black again, Hit on Black after full revolution of the Patch go to Respawn)

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- 6) When a Player is hit third time, they call themselves out and call for a Medic.
- 7) Once “Healed” according to Event Rules by a Medic the 3rd time, the Patch is advanced to the Black Dot at the 12 o’clock position.
- 8) When a Player is hit a fourth time, they call themselves “Dead” and proceed back to Respawn.
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