



## 1. MEDIC / WOUNDED RULE

Required "HITSTICK"

MSATO "MEDIC RULE" will be used to maintain unit integrity, provide a fluid tactical scenario and reinforce squad tactical fire and maneuver. Squads or at minimum Fireteams should remain together throughout OP. Sniper/Spotter teams must stay together.

**ONE hit from BB and you're dead.** If BB hits you or your gear\* you are dead.

**It is not up to you to determine where the BB came from.**

**HIT = Wounded! Put on Red Rag or Glow Stick**

\*Gear= anything wearing

\*\* WEAPON Hits = Do **NOT** count **if you are using it.**

**DOES** count if not using it, because it is now gear.

Example 1.: BB hits barrel of rifle while you are firing at someone else, Not hit

Example 2.: BB hits rifle or pistol not in use. **You are hit** because at that point the weapon is now gear.

### a) When a attendee is hit,

#### I. Call out "HIT, HIT, HIT" LOUDLY at least 3 times

i. Attendee shooting may not hear you

#### II. Pull out RED RAG or Glow stick ASAP and wave so other attendees shooting see you have called yourself out.

i. If they are far away they may not hear you so waving wounded rag or glow stick helps ID you are hit.

#### III. DEAD FOR FIVE (5) MINUTES in place\* (NO STANDING)

i. Lay down, sit down or at minimum take a knee

ii. NO TALKING (other then calling for "Medic", only other thing is you can say "don't save me" if you are wounded and would rather bleed out)

#### iii. Attendee can be moved by any other attendee during the 5 minutes.

1. Requires live attendee hands on dead attendee while moving

2. Dead attendee can be moved to Medic by any live attendee

#### IV. Medic can regenerate the "wounded" attendee AFTER five minutes.

V. If a **medic** is "hit", another **medic** can regenerate the "wounded" medic after five minutes.

VI. Teammate may NOT regenerate another teammate.

### b) TEN (10) MINUTE TOTAL BLEED OUT

I. If not healed AFTER you mandatory FIVE (5) you must wait another Five (5) minutes before you have officially Bled out .

#### II. AFTER a total of 10 minutes of not being saved you can move back to your squads position and find your medic.

III. **MEDIC use "HITSTICK" to flip down Red marker** Healing you and you can rejoin the fight.

IV. **TOTAL TIME if not saved is 10 minutes before you get back in fight**

### c) Enemy CAN tap you on shoulder and send you out of area prior to bleed out time.

Dead player goes back to squad and finish bleed out time or to respawn if squad

- d) If you are in heavy fire you can:
  - I. Lay down in place
  - II. Kneel down
  - III. You can move left or right up to 5' to get out of dangerous situation
  - IV. DO NOT move closer to attendees on your team to get saved
- e) When wounded you CAN:
  - I. HYDRATE Please drink water. This is great time to take fluids
  - II. Reloading mags is permitted
- f) A medic can only regenerate one person at a time.
- g) "HITSTICK" must be attached to the attendees gear on the rear left side.
  - I. **Two (2) Red Markers per hitstick**. (2 Red equals 3 hits out)
  - II. The Medic will flip down RED marker. This simulates the medic working on the wounded attendee.
  - III. If attendees is out of Red markers, MEDIC can flip red marker from your "Battle Buddy" (Similar to "Battle Buddy" giving up his bandage). Battle Buddy must have hands on Wounded Attendee who is out of red markers. This means that both a medic and battle buddy will be required to get to wounded attendee.
  - IV. **When all red markers have been used or when the red markers for the entire squad are below combat effective the squad must move to the Command Post for respawn.**
  - V. There is no limit on the number of times a squad can go back to respawn.
  - VI. When Squad is out of red markers or Low on red markers they MUST return to Respawn location. Entire Squad MUST wait at least 5 minutes in Respawn. Reset Red Markers on hitstick and re-enter. The "HITSTICK" eliminates the issues that have occurred from dealing with bandages; leaving a mess in the MOUT site and attendees losing them.
- h) A Red Rag or Red CHEMLITE designates wounded or withdrawing attendees
- i) Each SQUAD will have TWO medic designated, one per fire team.
  - I. Medic role may be transferred from one "LIVE" attendee to another "LIVE" attendee at the discretion of the Squad Leader.
  - II. **MEDIC PATCHES: Buy or rent for \$3.**
    - i. **If renting, bring back after OP and get you \$3 back.**
- j) Individual movement during is NOT authorized – squads must remain together and move as directed by the Commander.

SNIPER Team Medic rule: Same Wounded times and rules above with the exception that Sniper and Spotter can heal each other. Each Sniper and Spotter have HITSTICK.