

# BENGHAZI

40 HOUR IMMERSIVE MILSIM  
RULES AND GUIDELINES

PRODUCED BY  
GRIMNIR TACTICAL, LLC AND ZULU 24 PRODUCTIONS

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# GENERAL

## CONTEXT

THE BATTLE OF BENGHAZI IS A IMMERSIVE, ASYMMETRICAL RECREATION OF THE 11-SEPT-2012 ATTACKS ON THE U.S. FACILITIES LOCATED IN BENGHAZI LIBYA.

PLAYERS WILL FILL THE ROLES OF EITHER GRS CONTRACTORS OR FOREIGN NATIONALS COMPRISING THE OPFOR.

WHILE THE PRIMARY INCIDENT OCCURRED OVER A PERIOD OF "13 HOURS" THE PRODUCTION WILL CONSTITUTE ACTIVITY LEADING UP TO, AND INCLUDING, THE INFAMOUS ATTACK. DURING THE "LEAD UP", EVENTS AND ACTIVITY/MISSIONS WILL OCCUR THAT ARE INSPIRED BY THE SITUATION ON THE GROUND. IN SUM, THE PRODUCTION TEAMS OBJECTIVE IS TO BUILD AND DELIVER AN IMMERSIVE, TENSE EXPERIENCE.

## PLAYER CAPACITY AND RESTRICTIONS

TO SIMULATE THE EVENT AS CLOSELY AS POSSIBLE, THE PRODUCTION TEAM HAS PUT SEVERAL CONTROLS IN PLACE TO ENSURE A HIGH QUALITY EXPERIENCE

## AGE LIMITS

FACTION	CONTROL
GRS	<b>18+ ONLY</b>
OPFOR	16+. 16-17 YEAR OLDS MUST BE ACCOMPANIED BY AN ADULT ON THE FIELD.

**TO BE CLEAR: NO PLAYERS UNDER THE AGE OF 16 ARE PERMITTED AT THIS EVENT. 16 AND 17 YEAR OLDS MUST BE ACCOMPANIED BY AN ADULT ON THE FIELD.**

**NO EXCEPTIONS WILL BE MADE**

## FACTION CAPS

FACTION	CONTROL
GRS	50 SLOTS
OPFOR	250 SLOTS

## LOADOUTS AND GEAR

### UNIFORMS

FACTION	UNIFORM REQUIREMENTS	RESTRICTIONS
GRS	<ul style="list-style-type: none"> <li>• ANY MILITARY OR CIVILIAN CLOTHING</li> <li>• TACTICAL HELMETS <b><u>MUST</u></b> BE WORN AT ALL TIMES*</li> <li>• NVGS ARE <b><u>HIGHLY</u></b> RECOMMENDED</li> <li>• BLINKING RED DEAD LIGHT</li> </ul>	<ul style="list-style-type: none"> <li>• NO FLUORESCENT/BRIGHTLY COLORED GEAR</li> </ul>
OPFOR**	<ul style="list-style-type: none"> <li>• CIVILIAN ATTIRE/RAGTAG MILITIA</li> <li>• CULTURAL ATTIRE ENCOURAGED</li> <li>• BLINKING RED DEAD LIGHT</li> </ul>	<ul style="list-style-type: none"> <li>• NO FLUORESCENT/BRIGHTLY COLORED GEAR</li> <li>• <b><u>NO NVGS</u></b></li> <li>• <b><u>NO HELMETS</u></b></li> <li>• <b><u>NO FULL MILITARY UNIFORM***</u></b></li> </ul>

\*TACTICAL HELMETS ARE THE ONLY, TRUE WAY TO DIFFERENTIATE BETWEEN GRS AND OPFOR PLAYERS. IT IS CRITICAL GRS WEAR THEIR HELMETS AT ALL TIMES

\*\*OPFOR WILL BE SPLIT INTO SUB FACTIONS PRIOR TO THE EVENT: THE 17-FEB MILITIA AND THE ANSAR AL-SHARIA GROUPS. ANSAR AL-SHARIA WILL RECEIVE WHITE HEAD and ARM BANDS PRIOR TO THE EVENT (PROVIDED BY PRODUCTION) TO DIFFERENTIATE THEM.

\*\*\*OPFOR CAN WEAR BDU STYLE TOPS **OR** MILITARY STYLE BOTTOMS/COMBAT PANTS. THEY CANNOT WEAR A FULL SET OF MILITARY GARB.

## WEAPONS AND CHRONO LIMITS

### ATTACHMENTS

BOTH FACTIONS ARE HIGHLY ENCOURAGED TO UTILIZE TRACER UNITS ON THEIR WEAPONS

FACTION	RESTRICTIONS
GRS	<ul style="list-style-type: none"> <li>NONE</li> </ul>
OPFOR	<ul style="list-style-type: none"> <li>NO WEAPON ATTACHMENTS OTHER THAN A FLASHLIGHT AND/OR TRACER UNIT</li> </ul>

\*Drum Mags **cannot** be used on AR/Pistol/SMG configurations. Box and Drum Mags are only approved to be used on an LMG/MMG platform

### WEAPON POWER

Type	FPS/Joules Limits	Firing Mode	Engagement Dist
AR/PISTOLS/SMG/SHOTGUN	1.5 JOULES 400 FPS @.20G 350 FPS @.25G 327 FPS @.30G 320 FPS @.32G	SINGLE	NONE
MMG/LMG	2.09 JOULES 475 FPS @.20G 425 FPS @.25G 388 FPS @.30G 375 FPS @.32G	AUTO/SINGLE	50 FT NONE IF TOGGLED TO SEMI AND CHRONOGRAPHED TO AR/PISTOL/SMG/SHOTGUN LIMITS*
DMR	2.8 JOULES 475 FPS @.25G 435 FPS @.32G 449 FPS @.30G 365 FPS @.45G	SINGLE	100 FT
SNIPER		SINGLE-BOLT	

\*MMG/LMGs CAN ENGAGE BELOW MED IF TOGGLED TO SEMI IF BASELINED WITHIN AR/PISTOL.SMG/SHOTGUN SPECIFICATIONS. A UNIQUE ZIP TIE WILL BE APPLIED TO all weapon systems with an MED

## PACKING LIST

THIS IS A 40 HOUR, NON-STOP EVENT. PLAYERS **WILL NOT** BE PERMITTED TO RETURN TO THEIR VEHICLES AND **MUST** CARRY ALL GEAR WITH THEM. **PLAYERS MUST BE READY TO SUSTAIN THEMSELVES FOR THE FULL 40 HOURS** (FOOD, WATER, WARMTH, SHELTER. ANY PLAYER THAT RETURNS TO THEIR VEHICLE WILL NOT BE ALLOWED TO CONTINUE THE EVENT.\*\*

OPFOR MUST PLACE PRIORITY ON SHELTER AND WARMTH AS THEY WILL BE IN THE ELEMENTS FOR THE MAJORITY OF THE EVENT.

\*A note, the below are **minimums only**. As the above, primary guidance indicates, it is **the players responsibility** to bring enough food and water to safely sustain themselves for 40 hours. The producers **will not** be responsible for providing nutrition to all players. For anyone who has been to similar event formats (ex. A Grimnir Tactical 40 hr, an MSW) this is in line with the standards and guidelines used there. It is also common among other producers that **do not** utilize the full 40 hour format (TCA, AMS). Sustainment is **your** responsibility.

\*\*PLAYERS CAN ONLY RETURN FOR MEDICAL EMERGENCIES. IN THESE CASES, THEY MUST FIND A STAFF MEMBER AND REQUEST AN ESCORT TO RETRIEVE THEIR MEDICINE. THE STAFF MEMBER WILL TAKE THE PLAYER TO THEIR VEHICLE AND THEN WHITE CELL THEM TO THEIR FACTION BASE.

## GENERAL

ITEM	PRIORITY	QUANTITY
HEADLAMPS/FLASHLIGHTS (REDLIGHT)	REQUIRED	1X
ANSI Z87.1-1989 RATED GLASSES/GOGGLES	REQUIRED	1X
TOURNIQUET/ACE BANDAGE	REQUIRED	1X
PRIMARY WEAPON	REQUIRED	1X MIN
MAGAZINES	REQUIRED	3X RECOMMENDED
BATTERIES/AIR TANKS	REQUIRED	4-6X
AMMUNITION (BIODEGRADABLE)	OPFOR ONLY	PERSONAL PREFERENCE
COMMS EQUIPMENT (RADIO + HEADSET + PTT)	REQUIRED	1X
FACTION UNIFORM	REQUIRED	2X SETS
FOOTWEAR	REQUIRED	1X

WET WEATHER GEAR/COLD WEATHER GEAR	REQUIRED	1X WEATHER APPROPRIATE
DEAD RAG (RED)	REQUIRED	1X
BLINKING DEAD LIGHT (RED) *	REQUIRED	1X
HELMET	REQUIRED. GRS ONLY	1X
SECONDARY WEAPON	RECOMMENDED	PERSONAL PREFERENCE
ACTION CAMS	RECOMMENDED	PERSONAL PREFERENCE
SOFTCAP	RECOMMENDED. OPRFOR ONLY	PERSONAL PREFERENCE
EARPRO	RECOMMENDED	1X
FACEMASK	RECOMMENDED	1X RECOMMENDED
MULTITOOLO	RECOMMENDED	1X
550 CORD	RECOMMENDED	1X
GORILLA TAPE	RECOMMENDED	1X
NODS W/ MOUNTING SYSTEM	GRS ONLY. RECOMMENDED	1X
ZIP TIES	RECOMMENDED	1 PACK
CHEM LIGHTS (RED AND GREEN ONLY FOR PLAYERS)	RECOMMENDED	PERSONAL PREFERENCE
GPS	RECOMMENDED	1X

\*RED DEADLIGHTS **MUST** BLINK FOR NIGHT TIME HIT IDENTIFICATION

#### COMFORT AND HYGIENE

ITEM	PRIORITY	QUANTITY
SLEEP SYSTEM/GROUND COVER	REQUIRED	1X
WET WIPES	RECOMMENDED	1/EA
SLEEPING BAG OR HAMMOCK	REQUIRED	1X
PERSONAL HYGIENE KIT	REQUIRED	1X
PILLOW	OPTIONAL	1/EA
BUG SPRAY	OPTIONAL	1X

SUNBLOCK	OPTIONAL	1X
TENT	OPTIONAL	1X PREFERENCE



## SUSTAINMENT

ITEM	PRIORITY	QUANTITY
FOOD	REQUIRED	2 DAYS
WATER	REQUIRED	2-4 L
SOCKS	REQUIRED	2X
GARBAGE BAGS	REQUIRED	2X
AA BATTERIES	OPTIONAL	12+
AAA BATTERIES	OPTIONAL	12+
FIELD MAINTENANCE KIT	OPTIONAL	1X
XL ZIPLOC	OPTIONAL	2X

# MECHANICS

## AMMUNITION

- OPFOR CAN BRING THEIR OWN AMMUNITION. BIODEGRADABLE ONLY
- GRS WILL BE ISSUED BLUEMAG .30 AND BLUEMAG .30 TRACERS.  
RESUPPLIES WILL BE LIMITED TO SIMULATE DESPERATION AND RESOURCE SCARCITY
  - GRS PLAYERS FOUND BRINGING THEIR OWN AMMO WILL BE EJECTED.

## APPROVED LMGS/MMGS

The below systems are approved for use in the event. These were selected by the partnered producers (GT and Z24) and serve the target aesthetic, look, and feel of the event. Players are free to request a different platform via the discord but there are no guarantees it will be approved.

The below have blanket approval:

- RPK
- PKM

- M249
- M240
- M60
- Stoner 63
- Krytac Trident
  - While not an "official" platform, its visual aesthetic aligns with the above and will be non intrusive.

## HIT AND MEDIC RULES

### HIT RULES

#### SMALL ARMS

- STRIKES ANYWHERE ON THE BODY OR GEAR COUNT AS A HIT
- GUN HITS DO NOT COUNT.

## EXPLOSIVES/GRENADES

- 10 FT "IMPACT RADIUS"
- ONLY NEGATED BY FULL, HARD COVER (ROCK, TREE, ETC.).
  - THE ONLY EXCEPTION IS THE DEVICE DETONATING WITHIN AN ENCLOSED SPACE (ROOM, VEHICLE). IN THESE CASES ALL PLAYERS ARE HIT, REGARDLESS OF HARD COVER STATUS

## SIMULATION

WHEN HIT, PLAYERS MUST

- FALL TO THE GROUND. EXTRA SCREAMING RECOMMENDED
- REMAIN ON THE GROUND UNTIL EXIT CRITERIA FOR THEIR STATE IS MET.

FAILURE TO COMPLY WITH SIMULATION RULES MAY RESULT IN EJECTION OR AUTOMATIC DEATH, REQUIRING THE PLAYER TO RETURN TO THEIR RESPAWN.

## MEDICAL RULES

IN ACCORDANCE WITH THE PACKING LIST, ALL PLAYERS MUST CARRY **1X MSW STYLE TQ, COMBAT APPLICATION TOURINQUET (CAT), OR AN ACE BANDAGE**

MEDICS WILL BE LIMITED PER FACTION

- GRS: 6 TOTAL MEDICS
- OPFOR: 1 MEDIC/12 PLAYER SQUAD

FACTION	STATUS	ENTRY	EXIT	CAPABILITIES
GRS	WOUNDED	1ST HIT (GRENADE OR SMALL ARMS)	TQ APPLICATION (ANY TEAMMATE)	CALL FOR HELP/MEDIC
	CRITICAL	2ND HIT (GRENADE OR SMALL ARMS)	MEDIC AID (SEE BELOW)	
	DEAD	3RD HIT (GRENADE OR SMALL ARMS)	CASEVAC (SEE BELOW)	NONE
OPFOR	WOUNDED	1ST HIT (GRENADE OR SMALL ARMS)	TQ APPLICATION (MEDIC ONLY)	CALL FOR MEDIC
	DEAD	2ND HIT (GRENADE OR SMALL ARMS)	RESPAWN FROM NEAREST INSERTION	NONE

## GRS MEDIC AID

- GRS MEDICS WILL HAVE ACCESS TO ALUMINUM SPLINTS. THESE WILL BE SUPPLIED BY PRODUCTION AND WILL BE LIMITED IN SUPPLY.
- IN ORDER TO REVIVE A GRS OPERATIVE, MEDICS MUST RETRIEVE A SPLINT AND APPLY IT
- DEAD PLAYERS MUST LEAVE SPLINTS IN THE CASEVAC WHEN RESPAWNING (MORE INFORMATION BELOW)

## GRS CASEVAC

- GRS CAN ONLY RESPAWN VIA A CASEVAC. GRS WILL BE SUPPLIED A RADIO FREQUENCY THE DAY OF THE EVENT.
- ANY LIVE \*NOT WOUNDED OR CRITICAL) GRS PLAYER CAN USE THE FREQUENCY TO CALL FOR A CASEVAC
- THE STAFF CONTROLLED VEHICLE WILL COME PICK UP CASUALTIES. ONLY 5 MAY BE MOVED AT A TIME
- THE CASEVAC WILL DRIVE THE PLAYERS ON A ROUTE FOR TIME DELAY AND REINSERT THEM INTO THE COMPOUND
  - RESPAWNING GRS MUST LEAVE THEIR SPLINTS
  - THE CASEVAC VEHICLE CAN FIRE AT ENEMIES BUT CANNOT BE ELIMINATED
  - THE CASEVAC VEHICLE WILL MAKE A SUBSEQUENT RUN OR MOVE OUT OF PLAY IMMEDIATELY FOLLOWING IT'S ROUTE.

## OTHER VEHICLES

Vehicles **other than** the GRS Casevac follow the below rules:

Stage	Capabilities	Entry	Exit
<b>Disabled</b>	<ul style="list-style-type: none"><li>● Turret and weapon systems can be utilized</li></ul>	<ul style="list-style-type: none"><li>● 1 <b>direct</b> hit with a TAGinn or launched projectile<ul style="list-style-type: none"><li>○ The projectile does not need to explode. Contact is enough</li></ul></li></ul>	<ul style="list-style-type: none"><li>● Repair actions completed</li></ul>
<b>Destroyed</b>	<ul style="list-style-type: none"><li>● None</li></ul>	<ul style="list-style-type: none"><li>● A second and third <b>direct</b> hit with a TAGinn or launched projectile before a repair is completed</li><li>● A handheld grenade thrown directly into the turret, open window, or hatch.<ul style="list-style-type: none"><li>○ Players cannot manually open any doors, windows etc.</li></ul></li></ul>	<ul style="list-style-type: none"><li>● The vehicle exits the field, returns to the MAIN FOB, and can then respawn once checked in with a staff member.</li></ul>

- Vehicle crews must decide whether to attempt a repair or abandon a disabled vehicle. Turrets and weapons are operable when in a disabled state.
  - Friendly players may be revisited and repaired at any time
  - Abandoned vehicles **CAN NOT** be fired upon for effect. If the staff member isn't present to witness the hit, it doesn't count
  - **DO NOT** tamper with abandoned vehicles
- If a crew decides to attempt a repair and the vehicle takes two more direct hits, all personnel inside and within a 10 foot radius of the vehicle are instantly put into critical state.
- The repair mechanism will be explained and provided onsite
- Handheld grenades that go off inside the vehicle instantly kill all crew members. Hand grenades do not do "external" damage to the vehicles
- Vehicles must engage their hazards when destroyed.

#### VEHICLE SAFETY

##### Operator/Crew Guidance

- Speed limit is 10 mph during daylight and 5 mph after dark.
- Lights must be on at night
- If infantry are around a stopped vehicle and are using it for cover, the crew must make them move **10 ft** away before mobilizing.
- **DO NOT** speed away if players are within 5 feet or are extracting casualties,
- Be smart, be safe, always.

##### Surrounding Infantry Guidance

- Stopped vehicles may be approached for cover.
- Listen to the commands of vehicle crews at all times.
- Do not attempt to mount a moving vehicle.
- If hiding/wounded/critical and a vehicle approaches, move if you are in their direct line of travel.

#### CASUALTY MOVEMENT

- ALL WOUNDED/CRITICAL PLAYERS **MUST** BE CARRIED OR DRAGGED.
- ADMIN CARRIES WILL **ONLY** BE PERMITTED IN THE FOLLOWING CIRCUMSTANCES
  - STAIRS
  - OVERLY DANGEROUS TERRAIN SUCH AS:
    - EXCESSIVE HILL CLIMBS/DESCENTS

- ROCKS
- DEEP (ABOVE KNEE LEVEL) WATER