

Rulebook (LENTI) Bataillon Fox 2026

Bataillon Fox Rulebook (Lenti)

Dear Airsoft friends,

Below you will find our rulebook. We kindly ask you to read it briefly before every event.

This serves not only your own safety, but also the safety of your fellow players and ensures a smooth event.

The rules and requirements for our events may appear "strict" or "excessive" for Airsoft games. This rulebook is based on experience from previous events and is regularly developed further together with players, the organizer and the site owner.

The rulebook is divided into the following areas and is subject to Hungarian law.

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1. Basic Rules

1.1. Event Site

- Every participant must be at least 18 years old and must carry a valid ID card at all times; it must be readily accessible.
- The entire event site is enclosed private property.
- During the event, the organizer (Bataillon Fox association) has authority over the premises.
- All Airsoft guns transported on the event site may only be used at the chronograph station, on the shooting range, and on the playing field (with the exception of the Safe Zone).
- The use of drones is permitted throughout the entire event.
- Glass bottles are prohibited throughout the entire event site.

1.2. Event Wristband

- The event wristband is included with the purchase of a ticket and is handed out during registration at the event site.
- The event wristband must be worn visibly on the wrist. It is not transferable.
- Without a valid event wristband, entering or staying on the event site is prohibited. Under its authority over the premises, the Bataillon Fox association is entitled to remove such persons from the site.

1.3. Camping Area

- Shooting with loaded Airsoft guns is permitted only on the playing field and at the chronograph station. In addition, we have set up a shooting range where weapons can be zeroed. Depending on the severity of the violation, the organizer is entitled to exclude a participant from the event.
- Open fires are prohibited (except at locations approved by the organizer). Commercially available gas or charcoal grills are permitted.
- Tent pitches in the camping area are assigned by marshals. Their arrival and placement instructions must be followed.
- For safety reasons, parking on the campsite is prohibited. The campsite may only be driven onto for loading and unloading. Exceptions apply only to emergency and fire vehicles.
- Parking is permitted only in designated parking areas (zones).
- Waste: At registration on site, every player camping at the campsite receives a rubbish bag. A €5 deposit per bag is retained. When leaving the event, the deposit is returned when the rubbish bag is shown to have been taken away.

1.4. Parking Areas

- Use of the parking areas is at your own risk.
- The Bataillon Fox association is not liable for damage caused by third parties to parked vehicles, trailers, caravans, etc.
- The user must park the vehicle so that neighboring parking spaces can always be entered and exited freely and access roads remain unobstructed.
- Vehicles may only be driven through the parking areas at walking speed. Staff instructions must be followed.

1.5. Safety / Hungarian Law (Prohibited Items)

The following are among the prohibited items at our events:

- Real firearms, gas guns and blank-firing weapons.
- Impact and stabbing weapons of any kind, especially knives, including bayonets, butterfly knives and combat knives.
- Drugs or similar illegal substances.
- The use and/or bringing of ladders, grappling hooks and similar equipment.
- Music, flags or symbols associated with right-wing, left-wing or other extremist scenes, political movements or similar.
- Fireworks, explosive devices or Bengal fire, as well as any other type of pyrotechnic product, especially explosives or related products.
- Pets of any kind.
- Badges and other equipment of any armies of World War I and World War II, whether original, reproduced or replica.
- The organizer reserves the right to punish violations by excluding the offender from the event.
- Marshals are authorized to issue instructions. Their instructions must always be followed.
- Every participant acknowledges that they bear the full risk of the event themselves. Neither the association nor other players can be held liable for injuries or damage, except where caused intentionally. The participant also acknowledges that they may be held liable for damage to the site or materials stored on the site, in accordance with our rulebook and liability waiver.

1.6. Transport of Airsoft Guns and Equipment to the Event Site

During travel to the event, neither Airsoft guns nor equipment may be worn or carried ready for use. Equipment and protective clothing may only be put on after arriving at the event site. Airsoft guns, ammunition, magazines and batteries must be transported separately. They must not be readily accessible.

2. Joule Limits

- S-AEG / GBB: max. 1.6 Joules
- DMR: max. 2.0 Joules — backup weapon required
- SNIPER: max. 2.8 Joules (bolt action) — backup weapon required
- LMG/MG: 1.6 Joules, burst fire only. Backup weapon required inside buildings (only firing out of windows is permitted).
- Backup: 1.4 Joules, semi only

2.1. Chronographing

- Every Airsoft gun must be chronographed at the chronograph station before the game and marked according to its category. The Airsoft gun must be transported to the chronograph station on safe and without a magazine.
- Please bring safety goggles to the chronograph station. The Joule limits are measured at the chronograph station.
- Chronographing is carried out using the BBs actually used by each player. The stated BB weight may be subject to a random weight check.
- If the performance of an Airsoft gun is changed afterwards, it must be chronographed and marked again, and this may result in exclusion from the event.

2.2. Categories

- Assault rifles S-AEG/GBB: All known short and long Airsoft guns.
- Sniper: All repeating Airsoft guns with a minimum total length of more than 1 meter that are clearly recognizable visually as sniper weapons (e.g. bolt-action weapons based on real firearms).
- DMR: Real-world counterpart with a magazine caliber of 7.62 or larger (AK47 and SCAR-H excluded); rapid firing is neither possible nor permitted. Simply mounting a scope and a long suppressor on an M4, etc. is not sufficient. This can be discussed on site and may possibly be approved.
- MG: All machine guns that are also used by real military units (e.g. M249, M60, MK43, RPD, M240, etc.).
- Secondary weapon / Backup: GBB and NBB pistols, as well as S-AEGs.
- HPA systems: All adjustable compressed-air systems with an external pressure tank are permitted if the organization can secure the system against performance changes. This includes so-called "Tournament Locks" on the regulator, which can be fixed with a cable tie. HPA systems without such a device may not be used.
- Semi only (Backup).

2.3. Safety Distance

- 0 meters: assault rifles / LMG, MG
- 20 meters: DMR (backup required)
- 25 meters: sniper (backup required)

3. Game Rules - Ghost Town (Lenti)

3.1. Firing Rules

Full-auto is permitted throughout the entire game day (inside buildings and when firing from buildings: SEMI-ONLY).

- Semi-only for assault rifles / SMGs / PDWs / pistols when firing from building windows or doors.
- LMGs/MGs may fire out through building windows, but only in bursts.

3.2. HIT Rule

Airsoft is a game based on fairness and honesty. Players are responsible for complying with the HIT rule at all times. You are hit as soon as you are directly struck by a BB fired from an Airsoft gun. All parts of the body count as hit zones. Ricochets do not count.

- Firing at players who have already been hit is not permitted.
- Friendly fire counts as a hit. The same hit zones apply.
- Rubber or latex knives and LARP weapons are permitted. Contact with these counts as a regular hit.
- The shooter must always ensure that they have a clear view of their target. Blind fire is not permitted.
- Whoever fires must expose a hit area themselves. Shooting through gaps or holes (including through tactical shields) is not permitted. As a guideline, the gap should be at least head-sized. A hit must be indicated clearly by shouting "HIT" and results in the player being incapacitated. During this period, the player may not defend themselves, give information about the position of other players, or otherwise interfere with the game.

During this period, a player may be "connected" by another player (Medic Rule). If the time expires without the player being connected, they are "Out" and must return to the spawn point (RE). Hit players must mark themselves with a "Dead Rag" (warning vest), held so that it is clearly recognizable that the player is no longer participating in the game.

3.3. Looting Rule

No looting permitted!

3.4. Medic Rule

A hit player can be brought back into the game if they are connected by a Medic within an estimated 10 minutes after the hit. A teammate approaches the player and applies their own bandage. Once the bandage has been applied, both players may continue playing. If the Medic (teammate) is hit while making the connection, the healing process fails. When a player is hit, they move a few steps to the side and must not be used as a human shield.

- Every teammate may act as a Medic.
- Only bandage material provided by the organizer may be used.

- If you were healed by a Medic within the estimated 10 minutes, you are again part of the game.
- If an already connected player is hit again, they cannot be brought back into the game again and must return to the RE.
- A connected player may leave their bandage at HQ and is considered fully healed and may participate in the game again.

3.5. “Bang Rule”

The Bang Rule was discussed controversially within the game management. We are aware that some players do not mind hits from short distances. However, this cannot be generalized to all players, which is why, also for safety reasons, we have decided to implement a “Bang Rule”. It is applied as follows:

- If a player is within the safety distance of the Airsoft gun, the secondary weapon / backup must be used first.
- If the safety distance of the secondary weapon / backup is also undercut (5 meters), the “Bang Rule” applies. In some situations, a player may nevertheless be eliminated by a shot.
- The player aims their Airsoft gun at the opponent and loudly calls “Bang”.
- A “Bang” results in a regular “Hit” for the player.
- It is not possible to “Bang” more than 3 players within one situation. In this case, the shooter must first withdraw.

3.6. Tactical Shields / Riot Shields

The use of tactical shields modeled on real-world riot shields is permitted. Boards, camp beds, doors or other improvised objects do not meet the requirements for a tactical shield.

The following rules apply when using tactical shields:

- A hit on the tactical shield by a BB has no effect, regardless of whether the hit was caused by a pistol or long gun. Hits caused by grenades or grenade launchers count as a HIT.
- The shield carrier may only use a backup weapon.
- When the shield carrier uses their backup, they must ensure that they have a clear view of the target despite the shield (Blind-Fire Rule).
- The shield carrier must expose a hit area on at least one side. Taking up a position that covers all sides or makes a hit nearly impossible is not permitted.
- If the shield carrier is hit, the owner is responsible for deciding whether to carry the shield on or make it available to another player for further use. Leaving the tactical shield unattended on the playing field is not recommended.

3.7. Spawn (Entering the Game)

Spawning is permitted exclusively at the main headquarters (RE). There are no additional spawn points or mobile spawn points on the playing field.

3.8. Safe Zones

All REs are Safe Zones and may not be captured. Before entering a Safe Zone, every Airsoft gun must be put on safe and the magazine removed (fire one empty shot in a safe direction). Players cannot be "hit" inside the Safe Zone.

Note: Since the HQs are Safe Zones, attacking the HQ and surrounding area is not relevant to the game scoring and is not intended. Missions are only released by the game management when both parties have free access and can participate. It is therefore advisable to bypass the area around the respective RE.

3.9. Out-Time Areas (Private Quarters)

The overnight areas where private belongings are stored are "Out-Time" and are not part of the game. These areas are also Safe Zones; unauthorized entry is not permitted.

Note: The organizer accepts no liability for personal belongings. It is recommended not to take valuables onto the playing field or to store them securely.

3.10. Special Rules / Vandalism

Attention: No window panes, doors, buildings or objects located on the playing field may be destroyed. The person responsible is liable for the damage.

3.11. In-Game Vehicles

- Vehicles must be registered with and approved by the game management before the event before they may be used on the playing field. The application for an in-game vehicle must include pictures and information about the associated crew.
- During game times, in-game vehicles are released for use by the game management.
- The organizer accepts no liability for any damage to vehicles.
- The HIT rules apply to the crew at all times.
- The maximum speed of 7-10 km/h (walking speed) must not be exceeded! Further details are provided in a separate rulebook.

4. Field Rules

4.1. Airsoft Guns

Only Airsoft guns that are in perfect, legally compliant condition are permitted. AEGs are also permitted. No distinction is made between rifles (AEG) and pistols (AEP). Full-auto mode is permitted. MGs are the exception and may only fire in bursts.

The player undertakes to immediately check Airsoft guns received from third parties to ensure that they meet the stated legal requirements. Homemade Airsoft guns are not permitted. In case of doubt, such guns must be submitted to event management for inspection. All Airsoft guns must be 6 mm caliber. High-, low- or mid-cap magazines are permitted for the game.

4.2. Ammunition Regulations

WITHOUT EXCEPTION, only biodegradable BBs may be used. If a violation of this rule is proven, the player or their entire team will be removed from the event.

4.3. Dress Code / Team Markings

No dress code.

- Faction Task Force: Blue
- Faction PMD: Red

4.4. Safety and Game Rules

The organizer (Bataillon Fox association) provides various ways to obtain information about these matters, e.g. via our website www.airsoftspielen.at or on site. The organization team is available for questions.

A field map will be distributed before the event and will contain the field boundaries and tactical positions. This is a former military site. Unauthorized crossing or climbing over safety fences and/or field boundaries is strictly prohibited. In particular, entering the playing field outside game times is prohibited!

Violations of the applicable safety regulations and instructions of the game management, the organization team, the site owner and the organizer (Bataillon Fox teams) may result in immediate exclusion from the game, a ban from the premises and legal consequences.

As a general rule, every player is responsible for knowing the safety and game rules.

- The instructions of the organization / organizer must always be followed!
- Playing-field and Safe-Zone boundaries must always be observed and respected. Leaving the playing field is permitted only via designated routes. If a player leaves the playing field, re-entry into the game is permitted exclusively in the spawn area.
- Every weapon used must be chronographed before the start of the game. No performance changes may be made afterwards. If a player is found with an Airsoft gun that has not been chronographed, or with an Airsoft gun whose performance has been changed, that person may be expelled from the game.
- In the Safe Zone (parking area and campsite, as well as scenario-specific areas), the Airsoft gun must be transported without a magazine and on safe.
- On the playing field, smoking is permitted only in designated areas. The use of drugs and alcoholic beverages is prohibited on the playing grounds throughout the entire game operation. Bringing liqueur, spirits or other alcoholic beverages is not desired.
- Wearing CE-certified protective goggles suitable for Airsoft play is mandatory on the playing field!
- Players are responsible for using suitable clothing and equipment.
- Any form of verbal or physical violence is prohibited. Care must be taken to ensure that people, animals, buildings, nature and existing equipment are not damaged. Smoking is permitted only in the Safe Zone or in designated areas.

4.5. Emergency Procedures

In the event of an accident or fire, the organization team or organizer must be informed immediately; if necessary, first aid must be provided or an attempt made to extinguish the fire. Depending on the severity of the accident, the game will be stopped immediately by the responsible organizers. The organizer decides, depending on the situation, which appropriate measures (e.g. informing the organization team, calling for assistance, providing first aid, etc.) are necessary to help the injured person. The danger area must be secured.

If all game activity is stopped, players must leave the playing field immediately. All players and organization staff must ensure the field is evacuated smoothly. Space must be made for emergency vehicles and the instructions of the organization team, emergency services or fire brigade must be followed.

4.6. “Freeze” Rule

In an emergency, the “Freeze” rule comes into effect. If someone calls the command “Freeze”, all game activity must stop immediately. The Airsoft gun must be put on safe and the magazine removed. The barrel of the Airsoft gun must be pointed at the ground. Every player must comply with this rule immediately because an emergency has occurred in their immediate vicinity.

A “Freeze” is generally lifted by the organizer / organization team once the situation allows the game to continue safely. To ensure a smooth resumption of the game, players are asked to immediately restore the situation that existed before the Freeze.

The organizer / organization team is also entitled to adjust the game situation; for example, players may be instructed to withdraw to a specific area. The organizer is also entitled to penalize violations of the Freeze rule in an appropriate manner. These instructions must always be followed.

4.7. Start of the Game

- Arrival is possible one day before the event starts from 14:00.
- Departure is possible until 26 October 2026 at 12:00.
- Registration on the event day: 08:00–10:30 (late arrivals may only participate once the organization team is available).
- Chronographing on the event day: 08:00–10:30 (late arrivals may only participate once the organization team is available).
- Briefing: approx. 10:45.
- Game Day 1: approx. 11:00–18:00.
- 18:00: break & conversion to night mode from 18:00.
- Night Game: from approx. 20:30.
- Game Day 2: approx. 10:00–17:30.
- Day 2 briefing: approx. 09:40.

A game only begins when the game director gives the corresponding command (whistle signal, radio, etc.). At the start of the game, firing is permitted within the playing grounds. This automatically ends when the game time ends at approx. 18:00. A game ends when the corresponding time window has expired (see schedule) or the game director has given the appropriate signal. Exceptions include accidents or the entry of uninvolved persons onto the playing field ("Freeze Rule"). At the start of the game, every player must go to the designated starting point.

4.8. Playing Field

Any movable objects on the scenario field may not be moved. This applies in particular to doors or similar building components. The exception is objects that may be used as part of the scenario (mission objects). These are clearly identifiable as such.

Cover located on the playing field, whether stationary or portable, may neither be changed nor moved.

Padding, mattresses, blankets or similar movable protective devices, especially doors or similar pieces of furniture, may not be used as portable cover.

- Hazards noticed by players must be reported immediately to the nearest organization staff member so that they can be secured or removed.
- Entering the playing field outside the regulated game times is prohibited.
- Games organized independently ("own" organization), such as night games, are prohibited.
- After the official game day has ended, the playing field must be left immediately.

4.9. Buildings / Parts of Buildings

- Entering or staying in closed buildings, roof overhangs, roofs, balconies, terraces or similar areas is prohibited. Destroying window panes or similar structures is strictly prohibited.
- Closed buildings are identified by red/white barrier tape and/or hazard signs and/or on the tactical map, or are specially marked.
- Basements and underground parts of buildings may generally be played in. However, due to limited visibility and overlooked cables, pipes or other hazards, there may be an increased risk of injury in these areas. Particular caution is therefore requested.
- Due to the special lighting conditions, carrying flashlights in these areas is necessary.
- In the event of accidents, violations or endangerment of a player, the person responsible is liable for all damage. The organizer, Airsoft association Bataillon Fox, accepts no liability.

4.10. Airsoft Grenades and Scenario Effects

- Smoke and fog devices, especially homemade or modified devices, are prohibited. The sole exception is approved (tested) smoke and explosive grenades.

All Airsoft grenades must be presented to and approved by the organizer before the game begins. Violations result in immediate exclusion from the game.

- Grenade HIT rule: players in rooms or within a radius of 5 meters are hit. 10 meters outdoors or in very large rooms, such as corridors. Exceptions apply where hard parts of buildings provide cover.
- The use of black and white smoke is not permitted due to the risk of confusion with a real fire. Homemade smoke and explosive devices of any kind are strictly prohibited.
- In unclear cases, the items concerned must be submitted to event management for inspection.
- Exceptions to this apply exclusively to event management (scenario effects).

4.11. Commands

- "HIT" – for any regular hit.
- "Freeze" – to be shouted LOUDLY in dangerous situations (accident, uninvolved persons, etc.).
- "GOGOGO" – called by an authorized person to resume the game.

4.12. Organization / Staff

- Organization staff, camera operators and drones are present on the playing field and may not be shot at.

Final Provisions

Airsoft is a game based on fairness and honesty. In principle, players are responsible for complying with the rulebook themselves. If uncertainties nevertheless arise, the organization staff on the playing field are responsible for rule compliance and safety. They have authority to issue instructions to all players. Organization staff are authorized to issue warnings and game expulsions. In unclear matters concerning the rules, players may ask any organization staff member for information.

- The representatives of the organizer on the playing field are the organization staff.
- A person who has been expelled from the event / is affected by an exclusion must leave the event site within 2 hours. In the event of injury/endangerment to themselves and/or other persons and/or damage/destruction of window panes, materials, buildings, vehicles and/or similar things, the player / person responsible is solely liable.
- The event wristband of the affected person will be confiscated and invalidated. The game day therefore ends immediately without any refund of the entry fee.
- In the event of an event ban, the organizer reserves the right, under its authority over the premises, to exclude the person concerned from future Bataillon Fox events or other events organized by the organizer and/or prohibit their participation.
- Ticket cancellations are not possible. Tickets may only be transferred to another player for this event. Any claim expires after this event.
- No liability is accepted for theft of persons or property damage! Participation in Airsoft events of the Airsoft association Bataillon Fox on the playing grounds is entirely voluntary.
- The participating player must be aware of and accept this!

Airsoft Sports Association

Bataillon Fox