51st Regiment Of Foot

Battle Of Waterloo Anniversary Event Rules

1   BEFORE THE EVENT

Due to the Historical nature of the event, and the intention to have an overall commander of forces (Wellington and Napoleon), A specific TeamSpeak has been provisioned for the event.

- Regimental leaders should be present at 18:00 to be given server groups and an initial briefing for the event; They will be expected to distribute tags to their own men and set up a whisper hotkey, to their national radio group; As such, It is expected they have at least elementary knowledge of TeamSpeak.
  Help can be provided for those not able.

2   GENERAL RULES

2.1   UNITS & COMMANDS
- **All regiments must play the assigned in game units**;
  This is to ensure that you are outfitted with the correct equipment.
- The general staff (Wellington, Napoleon) unit will provide general direction for units;
  This is expected to be Obeyed (And is probably in your best intrest; General staff unit signups have been vetted to ensure they are of adequate mental capacity)

2.2   ETIQUETTE
- Flaming in chat will result in a permanent ban for the offender
- Team hitting in spawn will result in a permanent ban for the offender
- Malicious fratricide will result in a permanent ban for the offender
- Disrupting other regiments on TeamSpeak will result in a ban for the offender
- Whispers to all or otherwise disruptive conduct on TeamSpeak will result in a ban for the offender
- To prevent cluttering the map, *Please spawn only one flag per round.*
  (If you lose the colours, It's up to you to get them back!)
- No attacks should be made in the grace period specified by admins at the start of the round;
  This is to give both teams an opportunity to move to their correct historical locations.
  You **must** go to the position assigned to you by an admin.

2.3   MOVING OUT OF SPAWN
- Line infantry must have **at least 6** men to move out
- Light infantry must have **at least 6** men to move out
- Skirmishers / Riflemen must have **at least 6** men to move out
- Cavalry must have **at least 10** men to move out (Or the entire unit, if less than 10)
- Artillery must have **at least 3** men to move out

2.4 SPAWN LOCATIONS

-   You may only spawn at your headquarters.
    Anyone seen breaking this rule will be slain.
    Repeat offenders will be permanently banned.

3 UNIT SPECIFIC RULES

Each unit in the event has a specified ruleset. You should ensure you are familiar with the ruleset for your unit; and distribute the rules to your own men.

3.1 LINE INFANTRY

-   Fire in charge / out of formation is **Disallowed**
-   Reloading in charge / out of formation is **Disallowed**
-   Officer aim is **Disallowed**

3.2 FOOT GUARD

-   Fire in charge / out of formation is **Disallowed**
-   Reloading in charge / out of formation is **Disallowed**
-   Officer aim is **Disallowed**

3.3 LIGHT INFANTRY

-   Fire in charge / out of formation is **Disallowed**
-   Reloading in charge / out of formation is **Disallowed**
-   Officer aim is **Disallowed**
-   **May** use a skirmisher formation of a **maximum 2 man spacing**

3.4 SKIRMISHERS / RIFLEMEN

-   Fire in charge / out of formation is **Disallowed**
-   Reloading in charge / out of formation is **Disallowed**
-   Officer aim is **Permitted**
-   **May** use a skirmisher formation of a **maximum 4 man spacing**

3.5 HORSE ARTILLERY

-   Line rules apply to Guard and Rankers when not operating cannons
-   A **maximum of 2 artillery trains** may be in operation at any time (Per regiment)

3.6 CAVALRY

-   Officers may fire from horseback (Using pistols)
-   You **must remain in formation when not in charge**.
-   Cavalry units must remain together (As a single unit) once they have left spawn, and when charging

3.7 GENERAL STAFF
- Must move out as a whole
- Can only engage a unit if:
    o The target unit is already engaged in **melee** combat with any type of friendly unit
    o You are charging the target unit with cavalry
- Must remain within reasonable distance of their own forces (No ram raiding the enemy base)

4 RULES FOR COMBAT IN AND AROUND BUILDINGS

These rules apply when within a distance of 3 men from the walls of a building (or compound), for both defenders and attackers

- You **may** fire from any position (sexual positions aside)
- You **may** reload in any position
- Sapper defenses **may** be used, but **not in excess of reason**
    (They should not prevent entry or exit with reasonable force; Both infinite earthworks and plank-spam stacks are in violation of this rule)

5 CAPTURE RULES

5.1 HEADQUARTERS
- Cannot be captured or otherwise attacked until all other points have fallen for the respective team

5.2 STANDARD POINTS (FARM HOUSES ETC.)
- Must be captured in combat, by a reasonably sized unit (You **must not** stealth capture)

5.3 PRUSSIAN SPAWN
- Until it is opened by an admin, The Prussian spawn point **must not** be attacked or captured by either team
- The spawn **must not** be "Camped" by French forces; You are expected to remain at a reasonable distance whilst the gate is being opened and the first forces spawned.

6 PRUSSIAN RULES

6.1 BEFORE SPAWN OPENS
- You must play the units and teams assigned to you by admins

6.2 AFTER SPAWN OPENS
- You must switch to the correct (Prussian) unit and spawn at the entry point as soon as it is opened ("captured") by the admins
  A notification will be given in admin chat when the spawn is being opened.
- You **must not** shut the gate in the spawn area; Offenders will be permanently banned
- If you lose the spawn point, you must spawn at the British Headquaters.