



One Shepherd Leadership Institute

A Warrior Rite of Passage Since 1981

Rules of Engagement

NOMENCLATURE:

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| OC | Observer/Controller. (<i>Not a Referee!</i>) OC are “boots on the ground” extension of the White Cell. OC function as safety officers, protectors of simulation integrity, and observers of leadership performance for review. |
| White Cell | OC team with governing authority over the simulation. White Cell functions as “Higher Command” for BLUFOR and OPFOR patrols during simulation, logistical resupply, and real-world emergency extractions. |
| Blue Cell | OC team attached to the BLUFOR patrol. Blue Cell functions as safety officers, respawns “reinforcements” from CCP, and observes leadership performance for later review. |
| Red Cell | OC team attached to the OPFOR patrol. Red Cell functions as safety officers, respawns “reinforcements” from CCP, and observes leadership performance for later review. |
| Green Cell | OC team attached to special Role-Player teams. Green Cell functions as safety officers, respawns “reinforcements” from CCP, and observes leadership performance for later review. |
| BLUFOR | Blue Forces. BLUFOR Warriors participate in simulation as a combat patrol – fireteams, squads, and platoon. BLUFOR are identified by Woodland (WDL) uniforms and may wear blue insignia. |
| OPFOR | Opposing Forces. OPFOR Warriors participate in simulation as a combat patrol – fireteams, squads, and platoon. OPFOR are identified by solid Olive Drab Green (ODG) uniforms and may wear red insignia. |
| FOB | Forward Operating Base. White Cell is located on the FOB, in the TOC. The FOB functions as classrooms, logistics, and lodging during the first four days of the semester. It is also the rally point for emergencies. |
| TOC | Tactical Operations Center. White Cell works from the TOC, on the FOB. The TOC functions as a command, control, and communications (C3) for training simulations. It is the Company interface with the host facility. |
| CCP | Casualty Collection Point. Either the APL or OC designates the CCP. The CCP is the gathering location for all Warriors “killed” in simulation. The OC controls respawn iterations from the CCP. |

CONTROL MEASURES:

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| STARTEX | Start Exercise. Initiated by the White Cell on order, on time, or upon condition. Repeated over the radio net. STARTEX indicates the first Warrior team has entered the simulation area of operations (AO). |
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| STOPEX | Stop Exercise. Initiated by White Cell, Blue Cell, or Red Cell. Repeated over the radio net. All Warrior participants of the simulation halt actions. The simulation begins again when STARTEX is re-issued. |
| ENDEX | End Exercise. Initiated by White Cell, Blue Cell, or Red Cell. Repeated over the radio net and by verbal shouting. The simulation is completed. Administrative recovery tasks begin immediately. |
| Emergency | Say, " <i>Flash! Flash! Flash!</i> " over the radio and shout it. Use plain speak! Anyone can issue. Give the most important information – 5 W. All other radio traffic on the net shall halt (STOPEX) until the emergency is over. |

FORCE-ON-FORCE RULES:

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| Fair Play | One Shepherd training simulations offer opportunities to learn through active competition. It's exciting – it's designed to be challenging! Yet, the integrity of the simulation depends on the honor of our Warrior-Scholars. |
| Dead Kill | A flatline beep from your MILES indicates you've been "incapacitated." <i>Remove your headgear.</i> Sit down. Wait one minute. Then fall back to the CCP. You may say, "I'm hit/dead" – but dead men don't give intel! |
| Gearless Kill | Warriors not wearing their MILES gear during battle are "killed" if they are fired upon by an enemy opponent within 50 meters. MILES doesn't need to register a flatline beep. Follow Dead Kill procedures. |
| Safety Kill | M200 blank cartridges have a safety minimum of 20 feet (6 meters). Never shoot opponents within 20 feet. Instead, <u>plant your feet</u> – shout "Safety Kill!" – discharge a blank in a safe direction. Attacker is alive. |
| Jousting Kill | Jousting is the act of charging within 20 feet of an enemy opponent to conduct a Safety Kill. This is fair play. <i>Both opponents are "killed"</i> in a jousting charge – attacker and defender. Follow Dead Kill procedures. |
| Search of Enemy | Dead enemy opponents may be searched if overtaken by a skirmish line. Dead Warriors must reveal and share all intel products, if asked. Seizure and removal of any items from the Dead is prohibited. |
| Water Points | Water supply points are a safety function. Water will not be denied to enemy opponents! Warriors cannot be engaged within 50 meters of a water point. Yet, water points must never be abused as a "safe space." |
| OC Armbands | OC are not part of the simulation. OC are designated by an armband, typically yellow and black in color. Save your ammo – don't shoot OC. |
| Vehicle Traffic | Vehicles are used primarily for logistical transport. If used in simulation, vehicles are employed as props only – parked and never moving. |

FTX SIMULATION:

Your safety is our primary concern! An FTX Simulation occurs over three continuous days, 48 hours nonstop. FTX are designed to be physically, mentally, and emotionally challenging. Exhaustion in the wilderness can lead to poor decisions and physical injury. Train safely.

If you start the FTX – you finish the FTX! Only medical or family emergency can justify leaving your Warriors. You agree to abide by this ROE. If you do not agree, notify the staff.