



# Operation FIREWALL PLAYER GUIDE

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## **1. FIELD RULES**

### **Chrono, Limits and MED:**

- i. All airsoft replicas must be chronoed every gameday at 911 Airsoft. Even if it's past=]'/;chrono in the past. This includes AEGs, HPAs, and Pistols.
- ii. 400 FPS with .20 gram bbs or 1.49 joules. [NO ENGAGEMENT DISTANCE]     iii. HPA replicas will be chronoed with .40 gram bbs to account for Joule Creep.
- iv. LMGs will still be limited to 400 fps (1.49j.) with a 50 ft MED. (These must be true LMGs MG42, Browning 30., Maxim, M249, PKM...not m4 with a drum mag).
- v. AEG and HPA Replicas shooting :401-420 FPS with a .20 (1.64j) are permitted with a 10 foot Minimum engagement distance.
- vi. **All Replicas must shoot Semi, Only LMGs have Full Auto Capabilities**, (Rate of Fire limited to 24 Rounds per Second)
- vii. Bolt action rifles are limited to 500 FPS with a .20 gram bb 2.32j. They have a 75 foot MED.

### **Safety Rules**

- i. **Barrel Covers** must be on all replicas with the magazine out, while players are off the field in the NO FIRE ZONE (anywhere that isn't on the field).
- ii. **Full Seal Eye protection is required for this field.** No Safety Glasses or Mesh Goggles. Only with Eye protection with a full seal. Lower Face protection is recommended for participants 18 and older.
- iii. Full face protection is required for anyone under the age of 16. (such as paintball mask)
- iv. Full seal goggles and lower face & ear protection required for ages 16 to 17.

### **Referees and 911 Airsoft Staff**

Marshals are employees of 911 Airsoft. All marshals are to help make game play fun and safe. All decisions of the marshals are final. Arguing, fighting or disrespecting the marshals will removed from the game immediately. Marshals must be notified of all issues and emergencies immediately. Commanders are also Marshals and they will enforce the rules.

### **HIT CALLING**

- i. Airsoft is an *honor sport*, **all players must call their hits!** Hits are anywhere on the body, gear, helmet, fingers and even feet. Gun hits and ricochets do not count. When in doubt call it out.
- ii. **When you are hit you call HIT VERY Loud, putting your dead rag on the head.** If you are getting hit multiple times it usually isn't intentional, take your dead rag out and move to avoid the fire. **DEAD MEN DO NOT TALK, Do not say anything besides hit or medic.**
- iii. Hit players can wait for a medic or **BLEED OUT in 2 mins**, where they can go to respawn. You cannot SKIP the BLEEDOUT. Medic rules explained later.

Iv. A **non-medic player can drag a hit player to a medic** to be revived. To do this you have to make physical contact and walk the player to the safe area.

V. **DEAD RAGS ARE REQUIRED**, you can pick them up at the 911 Airsoft Store

Vi. **DO not call other players out on their hits**, if you have an issue talk to a staff member.

Vii. There is **NO BANG RULE** at 911 Airsoft. Reference FPS limits for Minimum engagement distance.

**RESPAWNS**After a player bleeds out, Players must go to a designated Respawn area, make contact with the Respawn marker or building then they are back in the game. No camping an enemy respawn . No enemy players within 75ft of a spawn.

**NEW RULE: *Must drink a bottle of water in order to get back in the game at respawn point.***

### **MEDICS:**

1 in 5 Players will be designated as medics. Medics will have White arm bands and medical tape. To revive a hit player a medic must wrap the bandage around the hit persons arm and wait for 30 seconds/ taps. Magic, the Hit player is now back in. If the player is hit during the medical process, the medic must restart this process, it is recommended to get players back to safety prior to reviving them.

### **GRENADES and SMOKE GRENADES.**

- Must make an audible "BANG" If they do, whether they are full of bbs or not, they are considered deadly. If a person is not behind a hardcover, they are dead within 10 feet. If a grenade goes off in a room, everyone in the room is dead. You cannot throw Grenades over buildings.
- Cold burn Smoke grenades are permitted, alert a staff member if a fire is started.

### **BLIND FIRING, BEHAVIOR , PROHIBITED ITEMS.**

-No blind firing! Shoot at only what you can see. The rifle must be shouldered. No shooting under the walls either, you don't have wall hacks.

- There are young people and children present at these games, set a good example. No foul language or racism, be appropriate. Any verbal or Physical aggression will not be tolerated and will result in a permanent ban.

- It's all fun and games until we get raided by the feds. No real weapons/real flash bangs , real knives, drugs, or alcohol (belligerence). Don't be stupid. We have to act like we respect the law too.

## **SPECIAL EVENT RULES**

### **A. UNIFORMS and TEAMS**

#### **Strict Uniform Requirements**

National Guard: Multicam, UCP (ACU), ABU, Tan patterns

Militia Paramilitary: M81 Woodland, Woodland Marpat, Green Camo, Civilian Garb



**Players with correct uniform requirements will not be subject to tape.**  
**Players with incorrect uniforms may be reassigned or subject to tape**

**B. COMMANDERS.**

- Commanders will have missions that you must complete to win the Operation.
- COs and Squad leaders will have special tape so you can identify them at a distance.

**Militia Commander** Radio Channel 6-9

CO: Wisman Castillo

**National Guard Commander:** Radio Channel 2-5

CO: Josh Walls

IMPORTANT RADIO CHANNEL 1 RESERVED FOR STAFF ONLY

**2. TIMELINE**

- 7:00am-9:00am Check in and Parking
- 8:30am-9:30am Chrono and Preparation
- 9:00am- 9:30am Safety Briefing
- 9:30am-10:00 am Team Briefing and Deployment
- 10:00am- 12:30pm Phase 1 of Game play
- 12:30 pm-1:15pm Lunch
- 1:20pm-3:30pm Phase 2 of Game play
- 3:30-4:00pm Phase 3 Extraction Gameplay
- 4:30-5:00pm Game Results and Raffle

### **3. PHASE I Wynwood, Miami FL**

Phase 1 will take place in the CQB Field. Phase 1 will be divided into 4 Raids

Raid 1 (1000-1030)

Raid 2 ( 1040-1110)

Raid 3 (1120-1150)

Raid 4 (1200-1220)

#### SITUATION

The city of Miami is in civil disorder. The National Guard has been deployed to quell riots. It is believed that militia elements were trying to locate John McAfee's dead man's switch with classified information. National Guard is being sent in with interagency assets to locate intelligence relating to the switch.

Raid 1 (1000-1030)

**NG** deployment: Casino

Objective: Secure Apartment complex Search for (4) weapons crates

**Militia** deployment: Tomato Town

Objective: Secure apartment complex defend (4) weapon crates (Cannot Move)

Raid 2 (1040-1110)

**NG** deployment: Apartments

Objective: Locate MacCafe's letter, control tomato town

**Militia** deployment: Casino

Objective: Locate MacCafe's letter, control tomato town

Raid 3 (1120-1150)

**NG** deployment: Apartments

Objective -Retrieve Government Black Box Located in Applebees

-Control Casino Building

**Militia** deployment: Tomato Town

Objective -Find Defector with Black Box in Applebees

-Control Casino Building

Raid 4 (1200- 1220)

**NG** deployment: Tomato Town

Objective : -Occupy apartments

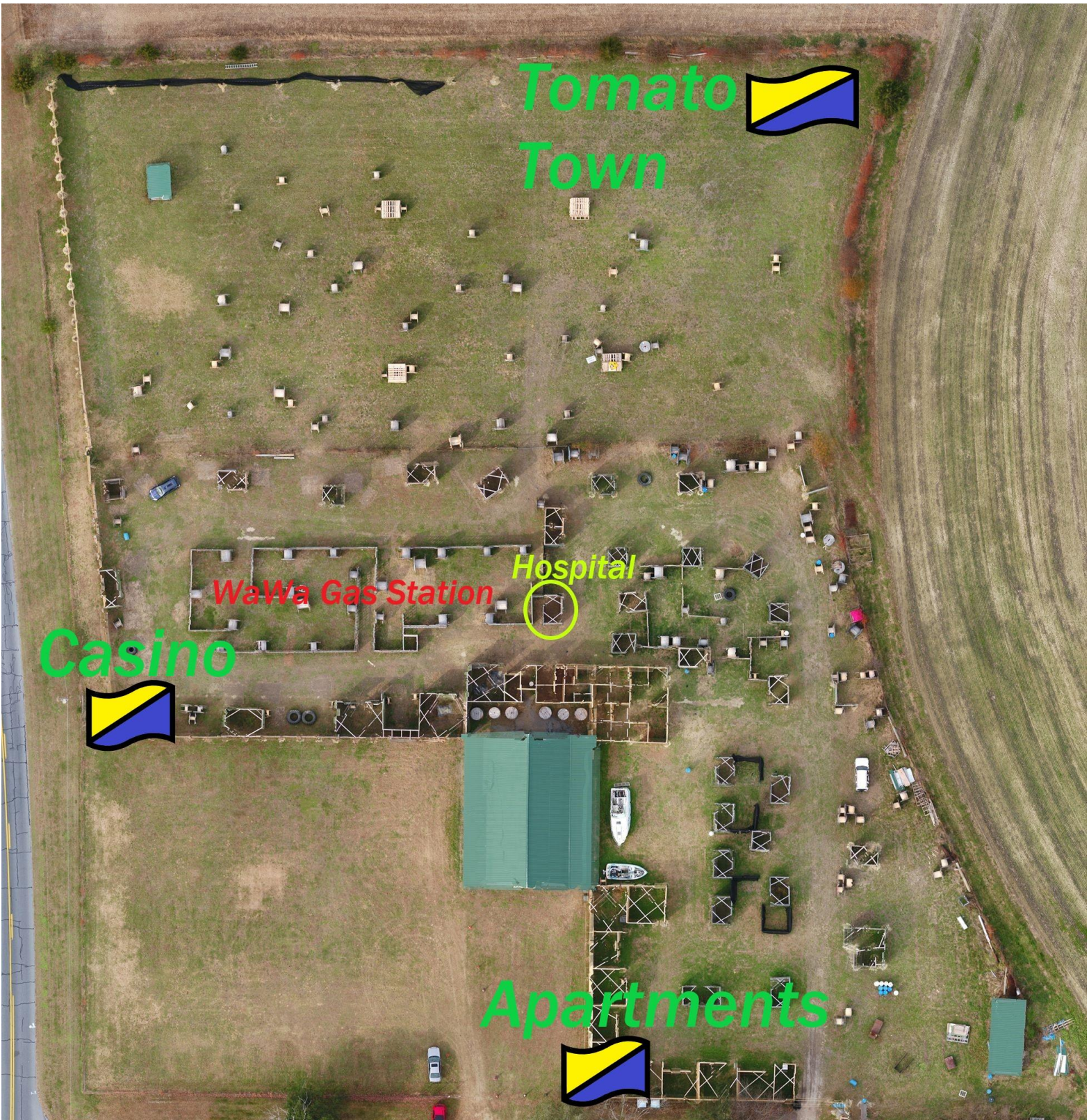
- Destroy Comms Jammer located on the boat by the apartments.

**Militia** deployment: Apartments **(no respawns)**

Objective: -Defend the Boat holding the Comms Jammer system

-Maintain control of apartment complexes.

# UAV Imagery of Wynwood, Miami FL (Low Income district)



#### **4. PHASE II Big Cypress Nature reserve 1:20pm-3:30pm**

##### SITUATION

Location of Dead switch has been located at Big Cypress Nature reserve. National Guard forces and Militia forces have been tasked to secure the area, confiscate resources and recover the Laptop Containing the switch.

**National Guard** Deploying and Spawn at Blacksite (North Fort)

Primary Objective:

- Secure the Refinery, Communication center and Supply Depot
- Consolidate confiscated weapons at supply depot,
- Use direction finding equipment to locate Dead mans switch secure at Oil refinery.

**Militia:** Deploying at different control points and spawning at National Park Entrance.

Primary Objectives

- Secure the Refinery, communication center and supply depot.
- Use the Defector to locate the Dead Man's switch and return it to the Comms Center
- Retrieve oil from refinery to Park entrance for extraction

#### **5. Phase 3 Extraction 3:30-4:00PM**

Whichever team is in possession of Dead Man's switch. of material will proceed with extraction .

- Extracting team will have spawns disabled.
- WHITE CELL will inform teams location of extraction.
- Once extraction begins the opposing force will have 30 minutes to eliminate the other team and deny the enemy of their objectives.



# Map of Monongahela National Forest

