

# Operation Powder Keg II: Hunt for the Laptop 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.

### **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



## **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**

CO: Mason Harding

XO: Mark Litchfield

SL 1: Jay Ours

SL 2: Billy Long

SL 3: Alex Kennedy

### **National Guard Commander:**

CO: Josh Walls

XO: Paul Wright

SL 1: Alex Nardone

SL 2: (DM if interested)

SL 3:

## **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 **PROVIDED BY PIZZA HUT**

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 Durbin, West Virginia**

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**

Militia Forces are staging Operations in Durbin, West Virginia and Monongahela National Forest. It is believed John Mac Issac is hiding near Durbin. Militia Forces are active in the area and looking for Issac. The National Guard being deployed to seize militia assets and find Mac Issac.

#### **Raid 1 (1000-1030) "Manufacturing"**

**National Guard** Deploying and spawning at Tomato Town

Primary Objective:

- Seize illegally manufactured arms. (2 people to carry crates) take back to Spawn point
- Secure apartment complex ( Raise Flag)

*Frago available*

**Militia:** Deploying at Apartments, spawning at Casino.

Primary Objectives

- Assemble crates of Arms. Transport to Casino (2 people to carry)
- Maintain Control of Apartments (Raise Flag)

#### **Raid 2 (1040-1110) "Oil and Meds"**

**National Guard** Deploying at Casino, Spawn at Apartments.

Primary Objective:

- Defend Wawa and it's barrels of Oil from Looters (once removed they cannot be moved)
- Prevent militia from Raiding Medical Crates
- Maintain Control of Casino ( Raise Flag)

**Militia:** Deploying at Tomato Town, spawning at Casino.

Primary Objectives

- Retrieve Barrels of Oil from Wawa Gas Station.
- Retrieve Medical Crates from hospital
- Take control of Casino (Raise Flag)

*Frago available*

### Raid 3 (1120-1150) “Mac Issac”

**National Guard** Deploying and Spawn at Apartments.

Primary Objective:

- Locate and retrieve Issac per described in INTEL
- Prevent militia from finding Issac.
- Maintain Control of Tomato Town( Raise Flag)

*Frago available*

**Militia:** Deploying and spawning at Casino.

Primary Objectives

- Locate and retrieve Issac per described in INTEL
- Prevent the National Guard from finding Issac.
- Take control of Tomato Town (Raise Flag)

*Frago available*

### Raid 4 (1200- 1220) “Search Safe House”

**National Guard** Deploying and Spawn at Tomato Town

Primary Objective:

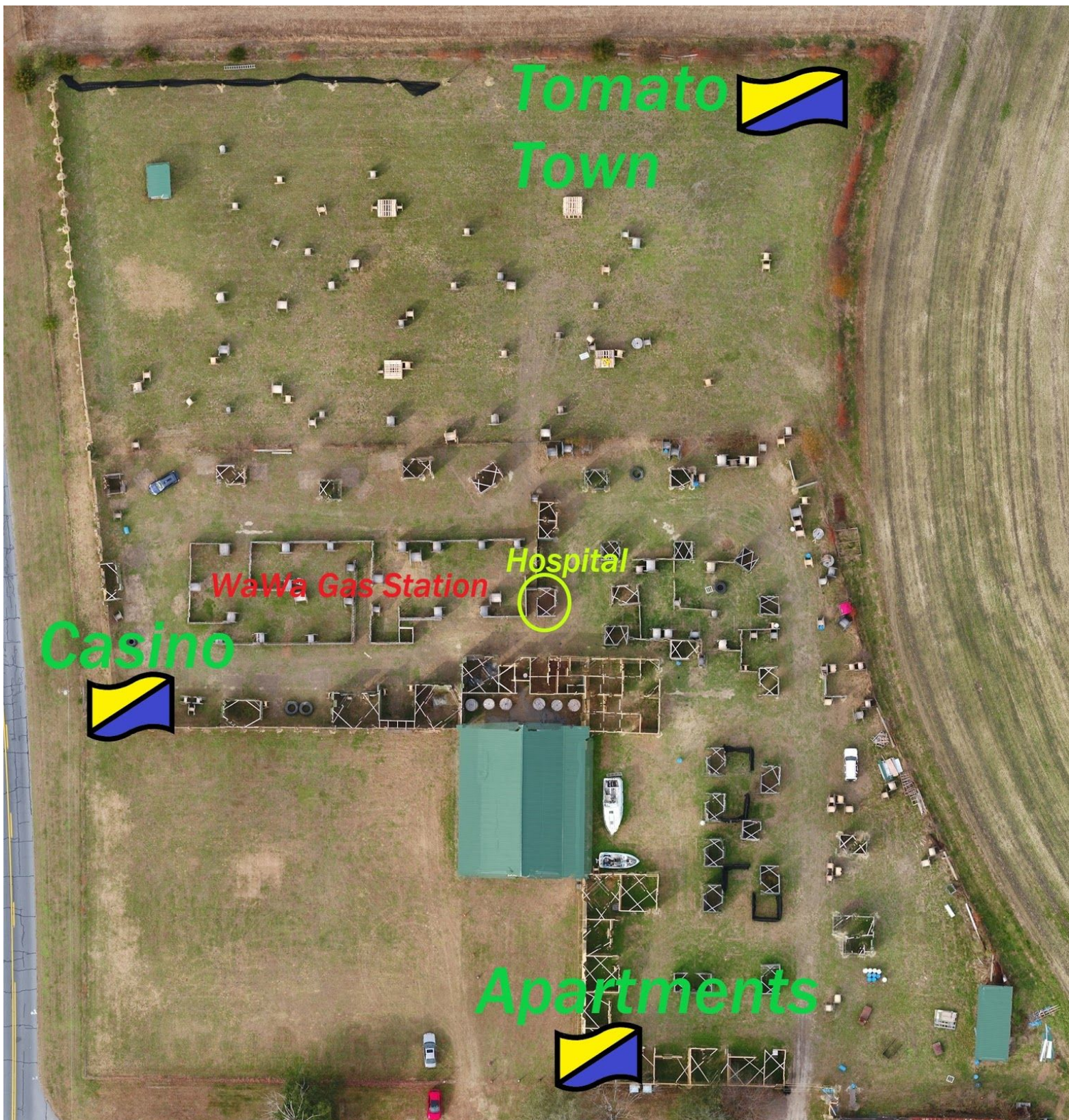
- Find Intelligence in Safe house (Applebees)
- Destroy sensitive info.
- Protect/Secure Mac Issac
- Maintain Control of Casino( Raise Flag)

**Militia:** Deploying and spawning at Apartments

Primary Objectives

- Locate and retrieve Issac per described in INTEL (Applebee)
- Retrieve sensitive info
- Protect/Secure Mac Issac
- Take control of Casino (Raise Flag)

# Map of Durbin, West Virginia (Low Income Section)





#### **4. PHASE II Monongahela National Forest 1:20pm-3:30pm**

##### SITUATION

Militia forces have withdrawn into Monongahela National Forest preparing a hasty defence. Mac Issac indicates the location for the sensitive laptop. National Guard are to assault Militia positions and eliminate their presence

**National Guard** Deploying and Spawn at Old Forest Entrance.

Primary Objective:

- Using information retrieved from the raid. Search 3 possible locations to Find the correct sensitive laptop.
- Copy contents of the laptop to jumpdrive. Retrieve laptop.
- Maintain control of Mac Issac, ensure he shows you location of laptop
- Retrieve Illegal arms, oil and medical supplies from Militia control points, to our command post
- Secure control points Comms Center, Oil Refinery and Supply Depot

**Militia:** Deploying at different control points and spawning at North Fort. (Balance dependent)

Primary Objectives

- Using information retrieved from the raid. Search 3 possible locations to Find the correct sensitive laptop.
- Copy contents of the laptop to jumpdrive. Retain laptop
- Maintain control of Mac Issac, ensure he shows you location of laptop
- Retrieve Illegal arms, oil and medical supplies from Militia control points, to our command post
- Secure control points Comms Center, Oil Refinery and Supply Depot

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

Whichever team is in possession of the majority of material (Oil, Medical, Arms, Laptop, Hostages) will proceed with extraction .

- Extracting team will have spawns disabled.
- Staff will tell the team which location extraction will take place.
- 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

