

WAR DEPARTMENT

HEADQUARTERS OF Tactical Operations

<<PUBLIC>>

TO: ALCON

SUBJECT: OPERATION SPECIFIC INTEL

INTENT: Provide a clear understanding for op. Wildfire so all players involved in missions & objectives may operate at the peak of their ability to ensure victory for their Faction.

FACTION(s): Factions are based into a green Vs. tan Uniform and head gear.

(Gear can be any color you wish)

Green faction is known as team: **Taskforce Liberty**

Tan faction is known as team: **Taskforce Freedom**

OBJECTIVE: Each faction will be given key capture points on the field that are active at different times during the operation. It is your job to secure the locations for your team and defend them until other orders are given by command.

Each Faction will also be given side missions and frago's that your team will need to complete. These missions will be handed down by High Command to Faction Commanders to inform their team of the objectives as well as changing capture point locations.

ENVIRONMENT: The AO is made up of a Rural Residence with multiple structures, vehicles, Pool, and boats for cover around the residences, the surrounding area consists of lightly wooded, mostly flat area around the south and west sides of the residence with heavily wooded, sloping, flowing, rocky terrain the North. East side runs along an active highway.

Mission Brief: Operation Wildfire is a 24-Hour charity event for Mission 22 in which \$15 of every ticket goes to help prevent veteran suicide. Help support our veterans by slinging plastic!

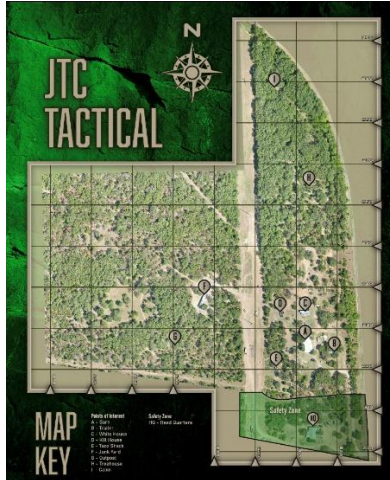
This conflict pits 2 factions Taskforce Freedom & Taskforce Liberty in a battle over control for the main resource center, capture points, and Frago's in the AO!

We expect all players to bring a ruck sack to your FOB that contains enough food, snacks, water, and field mission supplies for you to continue operations for your side until ENDEX has been called.

***All personnel should try to have a radio to ensure your team has strong communication.**

MAP:

Note: Green Zone around HQ will be reserved for camping/parking.



Facility Rules

- ***All persons moving throughout the field need to have a waiver on file and approved eye protection on.***

(Including observers, photographers, and any additional non-player personnel.)

- ***This is a no conflict field!! There will be no bullying, rough housing, foul language, or physical/mental intimidation at any time.***

- ***Fighting, Stealing, and Toxic behavior will not be tolerated PERIOD!***

(IF YOU DO ANY OF THESE YOU WILL BE BANNED AND/OR COPS WILL BE CALLED)

- ***We fully support the 2nd Amendment, but we will not allow any real firearms to be out of your locked vehicle while at the facility.***

(If you are seen with a real firearm out of your vehicle on the property you will not be allowed back.)

(Replicas look real.)

- ***All players must wear full sealing ANSI Z87.1 rated goggles, glasses, or paintball mask. Eye protection must always be worn while on the field.***

- ***NO Mesh goggles.***

- ***Players will be allowed to use only airsoft specific guns.***

- ***ONLY USE BIODEGRADABLE BBs!***

- **NO RED, YELLOW, ORANGE CLOTHING CAN BE WORE ON THE FIELD THESE ARE RESERVED FOR FEILD STAFF.**
- **All participants are encouraged to have hard sole and ankle protection footwear I.E. Boots, hiking shoes, high-top work shoes etc...**
 - **All participants must be 10 years of age or older.**
- **All Players under 12 years old must have a parent or guardian playing with them.**
 - **ANY PLAYER UNDER 18 MUST HAVE A PARENT OR GUARDIAN.**
 - **Lower Face protection are Required for all participants Under the age of 18.**
- **While in the staging area/safe zone Pistols must be holstered and all other weapons must be on safe, have the magazine removed, & the chamber cleared.**
- **While in the staging/safe area you may dry fire your weapon to ensure it is working properly.**
- **There is to be no live fire anywhere within the staging area other than the chrono graph station / Shooting Range.**
 - **There will be no use of Drugs or Alcohol while playing at our facility.**
 - **Field modification is prohibited unless approved by Field Staff.**
 - **DON'T PUNCH HOLES IN WALLS OR BREAK ANY GLASS FOR ANY REASON.**
 - **Do not vandalize the property or you will be Arrested.**
- **If you have a problem with the decisions of staff for any reason, use the Chain of Command and bring the problem to the owner.**

Field Rules

- **Field boundaries will be marked with 3 different identifiers: 1) 4ft orange netting, 2) Solid orange flagging, and 3) Solid Orange & White Flagging.**
 - (1,2,3) All of them mark a field boundary.
 - (3) Marks a boundary that goes into another section of the field that will be used for live play but is outside of the White Zone AO.
 - (1,2) These are No-Go, Mags out/Safety ON, No Fire, High Caution zones. These show the edge of the play area and/or the property line which are no-go zones or mark the field edge going into the safe zone.

- Do not Cross any fences or No-Go boundary markers. **(Orange netting or solid orange flagging)**
This is for the safety of you and others!
- ANYWHERE WITH ORANGE NETTING, CAUTION TAPE, OR ORANGE SPRAY PAINT IS MARKED FOR YOUR SAFETY. STAY OUT! BE SMART!
- FOB RESPAWN POINTS ARE NOT ATTACKABLE, DO NOT SHOOT INTO OR OUT OF THE FOB RESPAWN POINT.
- DO NOT BARRICADE DOORS, LOCK DOORS, HOLD DOORS CLOSED, OR KICK DOORS OPEN.
 - Do not crawl under or over any barricades, buildings, or decking on the field.
- *No shooting through murder holes less than 6" inches in diameter or gaps less than 6" inches long.*
 - *No Blind Fire!*

(Players must be aiming down the sites and have clear line of site to fire replica)
- DON'T OVERSHOOT PLAYERS OR INTENTIONALLY AIM FOR FACE/HEAD SHOTS. BE NICE!!
- *Sportsmanship is expected! Please call YOUR OWN hits! DO NOT BOTHER TO CALL ANOTHER PLAYER HIT – MIND YOUR OWN HITS!*
 - *Not calling your hits is cheating, and will not be tolerated, period.*
- *If you suspect a player is not calling their hits, do not take matters into your own hands.*

(Please bring this to the attention of field staff.)
- *When hit by a BB or a grenade yell "HIT" on the 1st hit and pull your dead rag out over your head, wait your bleed out time.*
- *All players must have a large "Dead Rag" of RED material and a "Red Dead light" for night operation.*
 - *Dead players do not talk!*

(When hit yell "HIT", and put your dead rag over your head and go to respawn)
- *Airsoft is about HONOR, failure to play in an honorable manner will result in possible ban from the field.*
 - *When in Doubt Call it out! If you question if you are out call it.*
- There is No Surrender rule at our field however it is good sportsmanship to offer this option to a player you have the drop on.
- *Excessive rule violations will result in permanent BAN from the field, without refund.*

Weapon Restrictions

- No Full Auto except by approved weapons.

(Squad Support Weapons)

- No Binary

- 3 – 5 Round Burst Allowed with 50ft Engagement distance.

(Cannot be Used inside of a building)

- *All weapons must be submitted for inspection to the safety officer at the chrono. Each player will be asked to fire a minimum of 3 rounds across the chronograph.*

(Note: that players may be asked to chronograph at any time during the day)

- HPA guns will be chrono graphed with 0.32g BBs and will be turn locked and can be Chrono graphed at any time even on the field.
- Full Auto Pistols & SMG's Airsoft weapons must be chrono graphed at or under 350 FPS / 1.1j with 0.20g BBs. 10ft Minimum Engagement Distance (MED) is required for such weapons.

(Full Auto Pistols & SMG's may use full-auto operation, but no more than 40 RPS)

- All Rifleman Class Airsoft weapons must be chrono graphed under 400 FPS/ 1.5 joules with 0.20g BBs. 0ft Minimum Engagement Distance (MED) is required for such weapons.
- Designated Marksman Rifles (DMR) have a max 450 FPS/ 1.8 joules limit with 0.20g BBs and has a Minimum Engagement Distance of 50 feet. DMRs must be incapable of firing full auto.
 - DMRs cannot be used to engage targets within the same building.

(Examples of DMRs are: M16, M14, G3, SVD)

- Squad Support Weapons (SSW) have a max of 450 FPS/ 1.8 joules with 0.20g BBs and a Minimum Engagement Distance of 50 feet.
- SQUAD SUPPORT WEAPONS may use full-auto operation, but not more than 30 rounds per second. SSWs may use any number of High-Cap magazines that carry a maximum of 3000 rounds combined (1x 3000rd, or 2x 1500rd, etc.)
 - SSW cannot be used to engage targets within the same building

(SSW examples are: M249 SAW, M240, M60, PKM, RPK, etc.)

- Sniper Rifles have a max 550 FPS/ 2.81 joules limit with 0.20g BBs and has a Minimum Engagement Distance of 100 feet.
 - Snipers cannot be used to engage targets within the same building.

(Sniper Rifles may only be either bolt action or single action and incapable of semi or full auto)

Special Weapon rules

- Field Staff reserves the right to refuse use of special weapons (**DMRs, Snipers, SSWs, Launchers, & Riot Shields**) at any time.
- All Special Weapons must be inspected by Field Staff before being allowed on the field.
 - Shower shells are allowed for full field use.
- Launchers/Heavy Weapons - A player may only carry one Heavy Weapon and may carry up to 12 grenades/rockets for that weapon. Heavy Weapons have a Minimum Engagement Distance of 50 feet.
 - Only FOAM/STAFF APPROVED projectiles can be used with Launchers on the AO.
(CHECK WITH STAFF BEFORE USING ANY Launcher SHELLS OR ROUNDS)
- If a foam Ball or Rocket hits the ground within 15ft of you and there is not solid cover between you and the grenade/rocket you are out. Call hit, bleed out, and go to respawn.
 - Hard Cover: Walls, Cars, Grill, Propane Tank, Oil Tanks, etc.
 - Not Hard Cover: Furniture, Tires, Barrels, Bushes, Your Buddy, etc.
(Grenades are expensive!! Call Your Hits!!)
 - Only Custom Riot Shields are allowed but only stop BB's.
(If a bb hits you anywhere on your person you are down)
 - Any Grenade or Foam Rocket within the 15ft of a riot shield is a kill.
- KNIFE KILLS MUST BE DONE ON THE BACK AND WITH ONLY A RUBBER WEAPON AND MUST BE A SIMPLE TAP ON THE BACK.
 - DO NOT DO ANY AGGRESSIVE MOTION WHILE PREFORMING A MELEE KILL.
- IF YOU ARE KILLIED WITH A KNIFE ITS SILENT SO DON'T YELL OR MAKE NOISE JUST QUIETLY WALK BACK TO RESPAWN.

Medic Rules:

(You Can Only Remove Bandages At your FOB OR PB)

- ALL Players have a 3 min bleed out.
 - All players are encouraged to play dead during their 3 min bleed out timer.
- when you are hit you must sit wear you were hit unless it is in an unsafe spot and in that case, you will move to the closest safe location that does not improve your chances of being healed.
- When hit call "HIT" pull your dead rag and sit there till you are revived by a medic or till the 3 min has run out. After the 3 min you can walk back to your fob to respawn or continue waiting if you think your team will be able to get to you soon.
- All Players will always need at least 2 tourniquets or cloth ace wrap bandages and a bottle of water on them.
- All players can medic other players, but you must properly wrap the bandage or apply the tourniquet to the wounded players' arm.
- All players get 2 medics before they must walk back to the FOB or PB to remove bandages, restock on water, and respawn.
- You can buddy carry a wounded guy to safety by putting his arm over your shoulders.
- Wounded players can't run or assist when being carried, dragged, or helped to slow movement.

FOB & (PB)Patrol base rules:

- (FOBs) Forward Operating base - **are no fire, Mag out safe areas** used for camping, gear storage & respawn.
- (PB's) Patrol Base – are Active Bases that are Capturable on the AO used for on Field Command operations, Team Resource storage, & Team Respawn/bandage removal.
- FOB & PB points are used for removing bandages and respawning into the game after being killed.
- Your team will Respawn at your teams FOB until your team holds one of the 2 PB's on the AO.
- If one team controls both PB's they can Respawn only at their teams pre-set FOB/PB locations, and the other team is forced to Respawn at the Team FOB.
- Players will have a camping Safe area at HQ safe zone where players can sleep and can remove eye pro.
- Players may sleep on the field or at their Patrol Base (PB) and FOB, but **EYE PRO MUST BE WORN EVEN WHILE SLEEPING! YOU CAN BE SHOT IN YOUR SLEEP!**
- Players who choose to sleep on the field must also carry all supplies needed with them until able to drop at a team controlled PB or FOB.

- Players can only Drop Game supply Bags/ Rucksacks at their team PB/FOB locations on the Field otherwise they must be on you and still count as a HIT while on.
 - If a PB is taken from the enemy team, they must respawn at their FOB and can't use the PB till it is retaken by their team.
 - If a Patrol Base (PB) is captured that team's player can retrieve any personal equipment while under a **Dead Rag (Dead Man)** and transfer it to FOB till the PB is recaptured.
 - *****DO NOT TOUCH ANYONE'S BAGS OR PROPERTY BUT Yours or people you came with to the event. (If caught stealing police will be called)**
 - ALL PLAYERS NEED TO CLEARLY MARK THEIR BAGS AND GEAR TO PREVENT LOSS OF ITEMS AND SO STAFF CAN FIND IT IF NEEDED.
 - **(We are not responsible for any lost or stolen items keep your gear in your bag.)**
 - Players can't search tents or personal equipment on the field.
 - if you catch a player sleeping in a tent on the AO simply shake the tent and tell the player they are dead. (Player must bleed out 3minutes)
 - Any Player not in a tent CAN BE SHOT WHILE SLEEPING BUT **NOT IN THE FACE!!!**
BE NICE!!!
 - PB's are very important and all vital game props will be stored here as well as on Field command stations defend it with your life!!
 - Once a patrol base is captured the enemy team may take pictures/take notes of any intel on the command table but **may not take anything from the table.**
 - Game props can be taken from an enemy PB but can only be taken by the capturing team's CO/XO.
- (Caution: CO's/XO's caught in the field can be captured and taken to FOBs for points)

Searching Players:

(PERSONAL ITEMS CANNOT BE TAKEN)

- Only Event items can be collected or have pictures taken of them when searching a player such as (Enemy's written intel, Maps, Mission Items, & Intel Packs).
- A player can only be searched when they are dead or wounded and must be searched within the 3 min bleed out time.
 - To start a search walk to the player put a hand on them and say "searching":
-The Player being searched must then give up any game related items and must show any intel they have on their person to the searching player.
 - A player can only be searched once per death.

- EG Products and Personal items cannot be taken.
- Do not physically search another player they should give up their items themselves.
- Not giving up items when you're supposed to is in bad taste and cheating, this only makes the game less exciting please follow all rules.

Blind Man

- In the event of a player losing their goggles every player within the vicinity must call "blindman".
- Upon hearing "blindman", each player is to cease play, safe their weapon, and repeat calling "blindman". Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
- In the event of a player losing their goggles, the player must cover their face and keep their head down until another player or staff can assist them in recovering their eye protection.
 - Do not move till field staff has given all clear!

Real World

- THIS IS ANY REAL-WORLD INJURY, FIRE, OR EMERGENCY SITUATION.
- Upon hearing "REAL-WORLD", each player is to cease play, safe their weapon, and repeat calling "REAL-WORLD". Do not move, do not fire.
- Play shall resume once event staff have cleared the situation and all players are safe to continue.
 - Do not move till field staff has given all clear!