



## ABOUT

Evike.com is coming to the East Coast to hold their annual customer appreciation game, co-produced by Moondog Industries and PSI. We'll be bringing tons of give-a-ways and prizes to all of the players. Come and meet the EvikeTV crew and support the Leukemia Lymphoma Society.

## INTEL

In the aftermath of an outbreak of Ebola, a third of Congo's population is dead and the country is in open civil war. The country is split into 7 factions. The CDC (U.S. Centers for Disease Control) has put out a bounty for fresh virus samples from the effected regions to try and isolate the new Ebola strain. Each faction has sent armed medical teams into the hot zone to find them. (For update INTEL briefings, go to the NYC Airsoft forum:

<http://nycairsoft.com/forum/viewtopic.php?f=31&t=1733>

## CHANGES FOR 2015

- Blood samples will be in the possession of specific "Tribal carriers". They must be taken out to obtain a sample imprint from them
- The Blue Blood faction eliminated
- No alliances or cease-fires allowed except in final battle
- Factions will form 2 super-teams for final battle (Green vs. Tan)
- Hard or foam face covering is required on all players (REGARLESS OF AGE)
- Waivers have been combined and WILL NOT require notary
- Reservations for overnight camping must be made and confirmed with PSI field

**DATE**

June 13, 2015 OP:Bad Blood (Rain or shine)

June 14, 2015 OP:Dead Blood and Tantalum Contract mini-games

**LOCATION**

Paintball Sports

230 Camp Sunset Rd., Plattekill, NY 12528

(845) 691-1979

<http://www.paintballsportsny.com>

**PARKING**

- CARPOOLING is required. Cars with only 1-passenger will be assessed a \$5 surcharge
- RVs, trailers, and trucks over 20ft in length must park in designated satellite parking spaces

**OPERATION SCHEDULE**

Agenda may vary depending on the weather and field conditions.

07:30-08:00 Staff and Volunteer Meeting

08:30-09:30 Player Chrono/Sign In (bring all rifles, waivers and safety gear)

09:30-10:00 Greeting, Team Photos, Group Photos in Zaire City

10:00-11:00 Deployment and Faction Briefings

11:00-15:00 Game On!

15:00-16:00 All Faction Battle

16:00-17:00 Raffle

**SIGN-IN CHECKLIST**

Be sure to bring ALL of these items with you to the Chrono/Sign-In line

- Wrist tag (which is your raffle ticket)
- Evike/PSI waiver/release forms
- All required safety gear: goggles, radio, red rags, etc.
- All your guns with full magazines and barrel condoms

**FRIDAY EARLY REGISTRATION**

Early sign-in and chrono will be available Friday, June 12 at PSI between 15:00-20:00

**OVERNIGHT CAMPING**

Players wishing to camp overnight at on Friday or Saturday must obtain a reservation from the PSI field at least 24hrs prior to June 12. Slot are limited and my fill up so reserve early.

**SUNDAY GAMES**

09:00-15:00 Scenarios games including a zombie version of Bad Blood, a Mini Tantalum Contract game and a Tactical Training class (lead by G5)

# FACTIONS

**Uniform requirements will be strictly enforced. Team uniforms are defined by color and pattern. Vest color does not matter.**

## The Black Shirts

*Uniform: Black tops with any color/pattern pants*

Background: Internal Security forces for former President Mobutu

## Green's Army

*Uniform: Green camo pattern top with matching pants*

Background: Troops of the Congo Defense Forces loyal to General Green

## OD MERCs

*Uniform: Green solid top with any solid color pants (NO camo patterns)*

Background: Private security forces of the former Minister of Finance

## Marxists

*Uniform: Tan/brown solid top with solid color pants (NO camo patterns)*

Background: Socialist guerillas and foreign advisors from Venezuela and Cuba

## Deus X

*Uniform: MultiCam, ATacks-FG or Kryptek Mandrake top and matching pants*

Background: Armed Militia of a militant Congolese Christian sect

## Taskforce Kongo

*Uniform: UCPI/ACU or any desert camo pattern tops and matching pants (except MultiCam, ATacks-FG or Kryptek Mandrake))*

Background: Join EU and Pan-African Union expeditionary force sent restore order

## Tribal Militia

*Uniform: Civilian plaid or Hawaiian printed shirts (except red, orange or yellow) with any type pants*

Background: Farmers, regional police and deserters defending their villages from potentially infected outsiders. This GM selected team will be under the direction of the GM and tasked with defending stamps and ambush missions against other factions

## FACTION FORUMS

Contact your faction leadership via PM on the NYCAirsoft.com forum. Supply them you're your name and wrist tag number and they will supply you with your password to access your faction forum. There you will discuss plans and unit assignments.

<http://www.nycairsoft.com/forum/viewforum.php?f=97>

# CHECKLIST

Players must bring all of these required items to sign-in. Players lacking any item will NOT be allowed to play. *No exceptions.*

- All airsoft guns (and backup guns) must be chrono tested at sign-in with game supplied .25g BBs. Guns will be randomly spot checked throughout the game
  - 400fps: Assault Rifle/SMG/Pistol power Limit
  - 500fps: Sniper Rifle power limit (bolt-action & fixed semi-only
  - 333fps: Sunday Zombie Game: pistol, shotgun and springers only
  - Polar-Star engine guns must lockable or have tournament regulator locks
- Full-Seal ANSI rated goggles with retention strap (No shooting glasses)
  - No mesh goggles without secondary eye protection
- Hard lower-face protection mandatory: mesh, plastic, foam rubber or paintball mask
- FRS/GMRS Radios are required for Emergency/Injury signal use ONLY
  - Players may NOT use their radio unless ordered by your unit Commander
  - Turn **OFF** your radio's VOX option (Voice activation)
- Barrel Condom/Blocker (socks and gloves are not substitutes)
- Red "dead" rag
- 1+ quarts of portable hydration (i.e. Canteen, Camelback, etc.)
- Field rations (players should carry food and snacks with them)
- Sturdy footwear (boots with ankle support recommended)
- Watch/Timepiece
- Signed and Completed Waiver
  - Adults must present valid photo ID along with waivers
  - Minors must have their parent or guardian sign their
- Please stage your gear in your vehicle and bring everything you need to play the game.

## PROHIBITED ITEMS

- Pea grenades
- Fuse lit smoke grenades
- Pyrotechnic grenades

# GENERAL RULES

## 1. CONDUCT

- 1.1. Airsoft is a game of HONOR. Please call YOUR OWN hits!
- 1.2. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- 1.3. Do not assume opposing players are cheating. Give them the benefit of the doubt
- 1.4. Players caught attempting to cheat will incur penalty points for their side, and may be ejected from the game without refund and barred from future events.
- 1.5. Players who attempt to steal, cause bodily harm, or otherwise break the law will be referred to local law enforcement officers and barred from future events.
- 1.6. Subordinate players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer.
- 1.7. Rank is a tool to provide structure for an enjoyable game. Ranking players should recognize Op: Bad Blood is just a GAME. Have fun.

## 2. SAFE PLAY

- 2.1. If a player has a medical emergency, nearby players should wave their red rags and immediately call in Field Ref or and Embed.
  - a. Nearby Field Refs or EMBED should be called to pause the action around the immediate area of the player and radio the field office to evacuate the player.
  - b. Once the player has been evacuated, STAFF will call "All Clear" and resume play
- 2.2. Eye protection (See 18.0) must be worn at all times while in a playing area. If a player loses their eye protection they should immediately call "Blind Man."
  - a. Nearby Field Refs or EMBED should be called to pause the action around the immediate area of the player.
  - b. In the absence of game STAFF, nearby players should wave their red rags in the air and call out "Blind Man". Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."
- 2.3. NO blind firing. You must be able to see along the barrel of the gun you are firing. Mirrors or similar devices to shoot around corners may not be used.
- 2.4. At NO time should any player ever touch another player from an opposing team with his own body or any handheld object except an approved foam/rubber mock weapon. Never intentionally injure or hurt another player.
- 2.5. Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range

### 3. RANKS and ROLES

- 3.1. Embedded Referee (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their special duties:
  - a. Observing and enforcing compliance with game rules of all the players in their faction. All players, including the faction CO must comply with Embed rulings.
  - b. Monitor their faction's mobile re-spawn point "The Triage" (see RESPAWN)
- 3.2. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions
- 3.3. Sample Collection Specialist (COLLECTOR): Carries their faction's sample collection kit and is the only player allowed to collect blood sample imprints

### 4. COMBAT UNITS

OPBB is a large formation, Army/Division-style war game. Players will form large 'regular' military units, under direct chain of command. This differs from typical airsoft games where players play independently in 'irregular' squads.

- 4.1. Factions will form two armies, lead by the CO or XO and be centered on a TRIAGE.
  - a. Each army will consist of 2 or more Divisions, each with specific tasks (e.g. Vanguard, picket, defense, reserves, etc.)
  - b. Each Division will consist of smaller units and squads
- 4.2. Player/Units will move with their division and will not range independently unless given specific missions from their Command.
- 4.3. Players/Units should stay within 200ft of their TRIAGE, to minimize travel time when killed and provide a defensive perimeter.
- 4.4. If a player becomes lost, they may use their radios to return to their unit
  - a. If a player can not communicate with their unit then they must seek the nearest field REF or EMBED for assistance.

### 5. STAMPS

The main objective of the game is for a faction to secure Ebola blood samples (rubber stamp impressions) in their sample kit.

- 5.1. Each Sample Bag will be carried by a Tribal Carrier (staff member) located at different areas on the field and defended by their own squad of Tribal Militia
- 5.2. The Collector is the only member of a faction allowed to handle the Sample Bag.
- 5.3. The Collector must go to the stamp. A Carrier may NOT be taken to the Collector.
- 5.4. Once a stamp imprint is made, the stamp must be returned to its original state.
- 5.5. There are up to 8 different types of stamps available to be found.
  - a. The first team to collect all 8 wins
  - b. If no team collects all 8 then the team with the most wins

**6. HIT RULES**

OPBB hit rules are simplified to be easy to remember by all player levels

- 6.1. Body, clothing, gun and gear hits count
- 6.2. Friendly fire counts (yes it sucks but you're hit, there are no do-overs)
- 6.3. Ricochets count (because ricochets can kill you in real life)
- 6.4. When hit by gun/rocket/grenade/mine, or otherwise wounded/removed from combat, players should immediately do the following:
  - a. Call "Hit!" and immediately seek cover.
  - b. When out of the line of fire, wave your red rag above your head vigorously, then tie it around the front sight of your rifle or attach it to your goggle strap in a SECURE fashion.
    - Expect to be hit multiple times while getting your red rag - don't get mad, GET BEHIND COVER.
    - Please keep in mind most players cannot hear you while firing their weapon. Your red rag is the first and most important sign of being hit.
    - Red ball-caps are not acceptable substitutes for red rags.

**7. DEAD TIME**

After waiving your dead rag, assume a non-combative posture and quickly remove yourselves from the firefight area and return to your Triage or Embed

- 7.1. Dead players may not perform scouting or other active duties while returning to their Embed/Triage (see Re-spawn)
- 7.2. Dead players may NOT speak to live team members to pass along information until they re-spawn
  - a. Dead players may ask live players for directions to their Embed or team
- 7.3. If you cannot find your team or Embed, seek help from the nearest Field Staff member or enemy Embed.

**8. RESPAWN and TRIAGE****8.1. Field Refs will oversee your faction's mobile respawn the TRIAGE**

- a. Field Refs will collect dead players together into a group with a player holding an identifiable Triage marker
- b. Triage players will wear their red rags prominently while in the Triage
- c. The Triage will stay well away from their faction's frontline and will follow their Embed at a discrete distance
- d. Triage players CAN NOT WARN team mates of enemy flank/sneak attacks

**8.2. Players must wait for the Field Ref to give the respawn order.**

- a. Embed will signal a respawn every 5-15 minutes
- b. Players will return their red rag to their pocket/pouch and return to play

**9. RESPAWN CAMPING****9.1. Enemy players and Tribals may NOT follow enemy Triages with the intent to attack players immediately after they respawn.**

- a. Respawning players should be given a fair amount of time and space to seek cover.

**10. EMBED RESPAWN****10.1. When hit, the Embed will immediately pull a red rag and function as full-time Referee and Respawn Officer. They will return to play with the other players in Triage.****11. TRIBAL RESPAWN****11.1. Tribal Militia players will wait a 3-5 minute bleedout time in the field where they were hit and wear their red rag on their head.****11.2. After bleedout, the Tribal player will loudly announce "Tribal Respawn" and retreat away from live players and seek a safe place away from sight.**

- a. The Tribal players will put away their red rag and return to play
- b. Tribal players should exercise fair-play and good judgment when respawning and may NOT engage in 'revenge' respawns.
- c. Tribals must wait until no faction players in their view before they may respawn (ie. if you have to wait 15 minutes for Faction forces to leave your spot, then please wait or move)

**12. MINIMUM SAFETY DISTANCE**

- 12.1. SNIPER Rifles (any gun shooting above 400fps) may not be fired at players closer than 100ft (typical AEG engagement range).
- 12.2. FULL-AUTO guns (shooting below 400fps) may not be fired at players closer than 15ft (SUV length). If you want to fire at an opponent at close range:
  - step away until you are further than 15ft
  - Or switch to semi-only
  - Or use a sidearm/pistol

**13. SURRENDER**

There are verbal NO Bang-Bang kills in this game. If a player encounters an enemy at where firing his weapon could result in unnecessary harm to an opposing player, AND he/she has the target "dead to rights," they may use the SURRENDER rule.

- 13.1. The shooter yells "Surrender!" IF the target complies, the target will raise both hands and are effectively 'hit' (see rule 3.4).
- 13.2. If your opponent does not surrender, you may open fire in a responsible manner
- 13.3. Players may NOT "pretend" to surrender. This will count as cheating and is not acceptable play.

**14. PARLAY**

If two players encounter each other at 15 feet or less in the forward arc, one should call "PARLAY" and back off until both players are behind cover. This is a safety call to avoid point blank exchanges.

Calling "PARLAY" means you have surprised an opposing player in a dangerous situation and should immediately back off.

## 15. GRENADES

Grenades are problematic weapons in airsoft, players must exercise both caution and patience. Be prepared to patiently remind/educate your target of grenade rules

- 15.1. Hand grenades that do not expel BBs or gas are distraction devices only
  - a. Grenades that fail to go off, are duds and do NOT have an area effect
- 15.2. Hand Grenades used outdoors have a 15ft area of effect
  - a. Any player within 15ft of an exploding grenade are considered automatically hit.
- 15.3. Players with hard, body sized cover between them and the detonated grenade are protected from the blast
- 15.4. Hand Grenades must be tossed under handed
- 15.5. Players must loudly yell "Frag Out!" prior to tossing their Hand Grenade to reduce the chance enemy players getting hit in the face by a thrown grenade
- 15.6. RPG/BB Shower shells will be treated as BB shotguns against outdoor players
- 15.7. RPG Nerf warheads may not be used on outdoor soft targets
- 15.8. Nerf and BB Shower shells fired into the doorway of a 4 walled structure will be treated as a hand grenade going off in the center of the room
- 15.9. If possible get an Embed to officiate your grenade attack

## 16. CLAYMORES AND MINES

- 16.1. Any player struck by a BB expelled by an airsoft Claymore is HIT
- 16.2. Any player sprayed by the dust cloud of an airsoft mine is considered HIT

## 17. TRIBAL BOOBY TRAPS

- 17.1. Tribal players are equipped with trip-wire triggered firecrackers, which are simulated Improvised Explosive Devices (IEDs).
- 17.2. Players who are within 15ft of the IED when it pops are considered HIT

## 18. CHRONO

- 18.1. Any un-tagged guns found in the game are grounds for immediate disciplinary action. It is the player's responsibility to make sure all of their guns are properly inspected and tagged before the game.
- 18.2. Players must report to the chrono station with a FULL magazine for each rifle or SMG. Staff member will top off your mag with our testing BBs.
- 18.3. Pistols will NOT be chrono'd
- 18.4. All weapons will be chronographed using the staff's Matrix 0.25g BB's
  - OK < 380 fps
  - Caution 380-400 fps
  - NO GO > 401 fps
- 18.5. Sniper weapons are any rifles that are physically or electronically restricted to one shot per trigger pull (semi-auto or bolt-action) and a limited to the following:
  - OK < 450 fps
  - Caution 450 - 500 fps
  - NO GO > 501 fps
- 18.6. All weapons are subject to staff spot checks throughout the event.
- 18.7. Velocity reducer flash-hiders are NOT allowed because they wear out with use and do not reduce full-auto fire.

**19. FACE PROTECTION**

Face Protection is **REQUIRED** by ALL players

- 19.1. All players must wear a hard type full or half-face mask
- Paintball Mask
  - Metal Mesh
  - Plastic (Save Phace, Cactus Hobby, Sensei, etc.)
  - Foam rubber flexible masks

**20. EYE PROTECTION**

ANZI Z87.1 rated eyewear is required to be worn by ALL players.

- 20.1. Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.
- a. Shooting glasses without a conformal seal will NOT be allowed
- 20.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- 20.3. Players wearing mesh goggle must wear a secondary solid plastic lens type goggle under it to protect the player from BB shrapnel.
- a. Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits.
- 20.4. Eye protection will be checked as part of morning inspection during sign in. If your eye protection does not meet the above standards, you will not be allowed to play until you buy or rent appropriate goggles from the field's pro shop.

**21. HYDRATION and RATIONS**

Players are responsible for their own food and snacks during the game

- 21.1. A portable water storage device such as a camelback or canteen is mandatory gear carried by all players
- a. Players should bring additional hydration to their faction's start point which will serve as your team's forward staging point
  - b. Players may refill their canteens at faucets at staging or portable water stations deployed by the field staff
- 21.2. Players should bring snacks or a small meal with their gear and should eat in the field when opportunity permits (i.e. While in Triage waiting to re-spawn)

**22. And the most important rule of all: Have fun.**

# OPBB EAST 2015 QUICK REFERENCE SHEET

## Game Objectives

- **Factions:** Collect 6 different blood stamps. Only Sample Collector may touch stamp.

## Re-spawn

- **Faction Player:** Go to their Field Ref and join their Triage to respawn as directed
- **Embed:** 5-10 min between respawn calls
- **Tribal Player:** 5 min bleedout. Re-spawn out of sight of faction players and yell "Tribal Respawn"

## Staff and Emergency Radio Channels

**Players may NOT use radios** unless ordered to by your CO. Players may only use the channels assigned to their faction CO/Embed

1, 2 & 19: Admin/Staff

20: National Emergency Channel. First Responder Use Only

## Operation schedule

08:00-09:30 Chrono/Sign In

09:30-10:00 Greeting, Team Photos, Group Photos in Zaire City

10:00-15:00 Game

15:30-16:30 Final Battle

16:30-17:30 Raffle

## Key things to Remember

- **Do NOT use your radio unless instructed by your Command or you are lost**
- No alliances or cease-fire agreements between factions
- Body, weapon or gear hits count
- Friendly fire counts
- When hit, get out of line of fire first, then wave your red rag and call out you are hit
- Don't shoot anybody closer than 15ft
- Dead Mean Don't Talk.
- Do not yell at enemy players for not calling hits, get an Embed to honor check.
- Do not separate from your team, keep track of your nearest TRIAGE
- Act like an adult and you will be treated like an adult
- IF LOST seek a field Referee or nearest Embed for assistance
- **Don't play to win, play to have fun**

## Equipment Requirements

Guns will be spot checks during the game

- 400fps w/ .25g BB limit for full-auto capable weapons
- 500fps w/ .20g BB limit for bolt-action and weapons mechanically fixed to semi-auto
- 333fps w/ .25g BB limit for pistols, shotguns and springers for Sunday Zombie Game
- P-Stars and HPA powered guns must be equipped with [TOURNAMENT style locks](#)
- **ALL PLAYERS must wear hard lower-face protection: mesh, foam rubber, or plastic masks**
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection worn under it

- Barrel Condom/Blockers for all rifles (socks or gloves on a barrel do not count)
- Red "dead" rag
- [Nametape with your name/callsign](#) or duct tape with written callsign on your vest or helmet
- >2 quarts water/hydration
- Field rations (bring your own food)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece
- FRS/GMRS Radios are required safety equipment. Do not use unless ordered to by your CO.
- Team Uniforms will be strictly enforced. Read list here: <http://tinyurl.com/n7y8nss>

Emergency  
Contact  
NAME

Emergency  
Contact  
PHONE



**WARNING:** Any person, who, with intent to defraud or knowing that he/she is facilitating a fraud against an insurer, submits an application or files a claim containing a false or deceptive statement may be guilty of insurance fraud.



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I fully understand and acknowledge that

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- (ii) my participation in such games and activities and the use of such equipment may result in illness, disease strains, heat stroke, heart attack, bodily injury, including without limitation, fractures, partial or total paralysis, eye injury or blindness, death or other ailments that could cause serious disability,
- (iii) these risks and dangers may be caused by my participation in these games and related activities or use of airsoft equipment, by the negligence of the owners, employees, agents, officers or representatives of the OPERATOR or any of the RELEASEES, by the negligence of other participants in the airsoft games or related activities or unforeseen causes, including, without limitation, acts of God. I hereby assume all risks and dangers and all responsibility for any losses and/or damages.

I, on behalf of myself, my personal representatives and assigns and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify the owners, agents, officers and employees of the OPERATOR or the RELEASEES from any and all claims, actions, losses, expenses, proceedings, and damages relating to or arising out of any illness, disease strains, heat stroke, heart attack, bodily injury, including without limitation, fractures, partial or total paralysis, eye injury or blindness, death or other ailments that could cause serious disability incurred by my participation in airsoft games or related activities or my use of airsoft equipment. I specifically understand that I am forever releasing, discharging and waiving any and all claims or causes of actions that I may have presently or in the future with respect to the foregoing.

First Name			Last Name		
Email					
City			State		Zip
Phone		Date of Birth		Age	
				Today's Date	
Signed by			OR Signed by		
<b>PLAYER SIGNATURE (18 YRS OR OLDER)</b>			<b>PARENT/GUARDIAN SIGNATURE (IF UNDER 18)</b>		