



ABOUT

Evike.com is coming to the East Coast to hold their annual customer appreciation game, co-produced by Moondog Industries and PSI. A portion of the event proceeds will be donated the Leukemia Lymphoma Society and the JDRF.

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 6 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: <https://www.facebook.com/events/225708144432894/>)

CHANGES FOR 2016

- Reducing game to 4 factions + Tribal
- Reducing headcount to 850 players for better play experience
- Each faction is given 2 additional fixed respawn locations plus their mobile Triage
- Each faction now has 10 sample collectors
- Bonus sample held by team CO's (players must take opposing Faction CO's to claim it)
- No end of game pizza (we're lowering ticket prices \$5 instead)
- No all-team big brawl
- Longer game time (6hrs)

DATE

June 25, 2015 OP:Bad Blood (Rain or shine)
June 26, 2015 OP:Dead Blood (zombie game) and mini-games

LOCATION

Paintball Sports
1 Paintball Way, Plattekill, NY 12568
(845) 691-1979
<http://www.paintballsportsny.com>

PARKING

- Carpools free (2 or more occupants)
- Cars with only 1-occupant will be assessed a \$5 surcharge
- RVs, trailers, and trucks over 20ft in length will be assessed a \$5 surcharge

SCHEDULE**FRIDAY**

15:00-19:30 Players may chrono tag their guns on Friday to allow them to head straight to Sign-In on Saturday morning

SATURDAY

08:00-09:30 Sign-in and Gun Chrono and Patch/Swag Distribution
09:30-10:00 Photo Op & Morning Safety Briefing
10:00-11:00 Deployment, Team organization and Individual Team Briefings
11:00-17:00 Game On
17:30-18:00 Raffle

SUNDAY

09:00-10:00 Sign-in/Chrono
10:00-14:00 Scenario games

SIGN-IN CHECKLIST

- Bring all guns to chrono (including backup guns) for tagging
- Print out of Proof of Purchase E-mail from Evike.com
- Fill out and print copy of PSI/Evike online waiver
<http://paintballsportsny.com/index.php?m=waiver&eid=3142>
- All required safety gear: goggles, radio, red rags, etc.

OVERNIGHT CAMPING

There are a limited number of camp spots and must be reserved with PSI (the field). Follow this link to request a reservation [Http://paintballsportsny.Com/index.php?m=camping](http://paintballsportsny.com/index.php?m=camping)

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

Facebook: <https://www.facebook.com/groups/OPBBBlackShirts>

Green's Army

Uniform: Any green camo or solid colored uniform

Background: Troops of the Congo Defense Forces loyal to General Green and Private Security Forces of the Minister of Finance

Facebook: <https://www.facebook.com/groups/OPBBGreens>

Marxist Taskforce

Uniform: Any Tan/Desert camo or solid colored uniform (except for MultiCam and similar 'Transitional' camo)

Background: Socialist guerrillas and African Union expeditionary forces

Facebook: <https://www.facebook.com/groups/OPBBMarxists>

Deus X

Uniform: MultiCam and transitional camo patterns including: Kryptek Mandrake or ATACs-fg tops with matching pants

Background: Armed militia of a Congolese Christian sect

Facebook: <https://www.facebook.com/groups/OPBBDeusX>

Tribal Militia (NPC team)

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

Background: Farmers, regional police defending their villages from potentially infected outsiders. Reports of deserters from factions (in full uniform) joining their home tribe are filtering out of the conflict zone.

This is an INVITE only OPFOR team. Players must contact Headkill or Moondog to request to join.

Facebook <https://www.facebook.com/groups/OPBBTribal>

EVENT INFO

For **all** game play and pre-registration information /inquires please contact badbloodstaff@groups.facebook.com or post your questions on the OP:Bad Blood 2016 Reacebook page: <https://www.facebook.com/events/225708144432894/>

CHECKLIST

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

FPS limits will be strictly enforced with spot checks during the game

- 400fps w/ .25g BB limit for full-auto capable weapons
- 500fps w/ .25g BB limit for bolt-action and fixed semi-only weapons
- 333fps w/ .25g BB limit for Sunday zombie game: pistols, shotgun, springers only
- P-Stars and HPA powered guns must be equipped TOURNAMENT/psi locks
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection
- ALL PLAYERS must wear face protection: mesh, neoprene, or plastic airsoft masks or PB masks
- Barrel Condom/Blockers for all rifles (socks and gloves 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
- Players must present valid photo ID if asked
- Printed copy of Evike Receipt or Order Confirmation Email
- Fill out and print copy of PSI/Evike online
<http://paintballsportsny.com/index.php?m=waiver&eid=3142>
 - FRS/GMRS Radios are required of ALL players
 - Pea grenades, fuse lit smoke grenades, and pyrotechnic grenades are PROHIBITED
 - No player will be allowed on field without an OPBB PSI wristband (issued at Saturday sign-in)

PROHIBITED ITEMS

- Pea grenades
- Smoke grenades
- Pyrotechnic grenades

AIR FILLS

The PSI is a full service paintball field and offers free air fills for OPBB players running P* and external tank powered guns. Tournament locks or locking regulators required.

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 3-5 fighting companies, lead by the CO, XO or LT's
 - a. Each company will be mission focused (e.g. Recon, CO defense, reserves, etc.)
 - b. Each company will consist of 3-4 platoons (e.g. Vanguard, pickets, rear guard)
- 4.2. Player/Units will move with their company as they move between fields and will not range independently unless given specific mission orders to do so
- 4.3. If a player loses contact with their unit they may use their radios
 - 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. There are up to 10 different stamps to be found
 - a. The first team to collect all 10 wins
 - b. If no team collects all 10, then the team with the most wins
- 5.2. Each Ebola Sample is located in a fixed storage box and defended by its own squad of Tribal Militia
- 5.3. 4 bonus stamps are in the possession of each faction CO
 - a. CO's must be KIA and reached before he respawns (5 min) to get a stamp imprint
- 5.4. Collectors are the only members of a faction allowed to handle the Ebola Sample.
- 5.5. Ebola samples may NOT be moved. The Collector must go to the stamp.
- 5.6. Once a stamp imprint is made, the stamp must be returned to its original state.

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. Players may call themselves “out” and effectively be ‘hit’
- 6.3. Friendly fire counts (yes it sucks but you’re hit, there are no do-overs)
- 6.4. Ricochets count (because ricochets can kill you in real life)
- 6.5. 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 tuck it securely in your goggle strap or tie it around the front sight of your rifle
 - 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 Spawn

- 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 reach their spawn or Triage
 - 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. Each faction has a specified spawn location in all 3 game fields (West, East and South Congo), including the spawn assigned as their game start location.
 - a. Dead players may go to the spawn in the field they are currently in or travel (while dead) to another field spawn if their combat unit relocates to another field
 - b. Players will spawn in squads of 4 or more after waiting a minimum of 1 minute
 - 8.1.b.1. If, after 15 minutes, there are less than 4 players at a spawn, those players may spawn as an adhoc squad
 - c. While waiting at spawn, players should make radio contact with their leadership and make plans to rejoin their combat unit
- 8.2. 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
- 8.3. Players must wait for the Field Ref to give the respawn order.
 - a. Embed will signal a respawn every 5-10 minutes
 - b. Players will return their red rag to their pocket/pouch and return to play

9. RESPAWN CAMPING

- 9.1. Players may not “Camp” an enemy spawn point: position themselves within fire distance of an enemy Field Spawn to shoot at respawning players
 - a. Respawning players should be given a fair amount of time to seek cover
- 9.2. Players and may NOT follow Tribals or enemy Triages with the intent to attack players immediately after they respawn.

10. EMBED RESPAWN

- 10.1. When hit, the Embed will 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 of factions.
 - 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. Tribal Sample Guards must wait until faction players leave the sample box before they may respawn (ie. if you have to wait 30 minutes for Faction forces to push through enemy resistance, then please wait)
 - d. Tribal Sample Guards may temporarily aid a faction that has obtained their sample, if it will allow that faction to move away from the sample.

12. TRAVEL BETWEEN FIELDS

The game AO is divided into 3 fields (West, East and South Congo).

- 12.1. For safety reasons, field will be treated as a separate theatre of operation and players may not cross the road (“River”) to flee or engage in attacks
- 12.2. Combat Units may transfer to another field by returning to their spawn and walking to their designated spawn in another field.
 - a. While relocating to another field, Combat Unit players should pull out their dead rags to avoid being fired upon as active combatants.
- 12.3. Combat Units must enter a field by spawning from their designated spawn location and must start in a new field from that location
 - a. Factions traveling to spawn locations inside of a field (not on the main “River”), will be allowed safe passage
- 12.4. The “River” is an active roadway and players should walk single-file facing the flow of traffic
- 12.5. For safety players should only cross the road at the (4) RIVER CROSSING points designated on the map.
- 12.6. The road is NOT a google-free zone so eye protection must be worn

13. 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

- 13.1. 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
- 13.2. Hand Grenades used outdoors have a 15ft area of effect
 - a. Any player within 15ft of an exploding grenade are considered automatically hit.
- 13.3. Players with hard, body sized cover between them and the detonated grenade are protected from the blast
- 13.4. Hand Grenades must be tossed under handed
- 13.5. 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
- 13.6. RPG/BB Shower shells will be treated as BB shotguns against outdoor players
- 13.7. RPG Nerf warheads may not be used on outdoor soft targets
- 13.8. 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
- 13.9. If possible get an Embed to officiate your grenade attack

14. CLAYMORES AND MINES

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

15. TRIBAL BOOBY TRAPS

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

16. CHRONO

- 16.1. 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.
- 16.2. 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.
- 16.3. Pistols will NOT be chrono'd
- 16.4. 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
- 16.5. 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
- 16.6. All weapons are subject to staff spot checks throughout the event.
- 16.7. Velocity reducer flash-hiders are NOT allowed because they wear out with use and do not reduce full-auto fire.

17. FACE PROTECTION

Face Protection is REQUIRED by ALL players

17.1. 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

18. EYE PROTECTION

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

18.1. 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

18.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.

18.3. 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.

18.4. Eye protection will be checked at sign-in and spot checked throughout the game. If your eye protection does not meet the above standards, you will not be allowed to continue to play. You will be ejected from the event for your own safety.

19. HYDRATION and RATIONS

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

19.1. 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

19.2. 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)

20. And the most important rule of all: Have fun.

GAME MAP

JUNE 2016

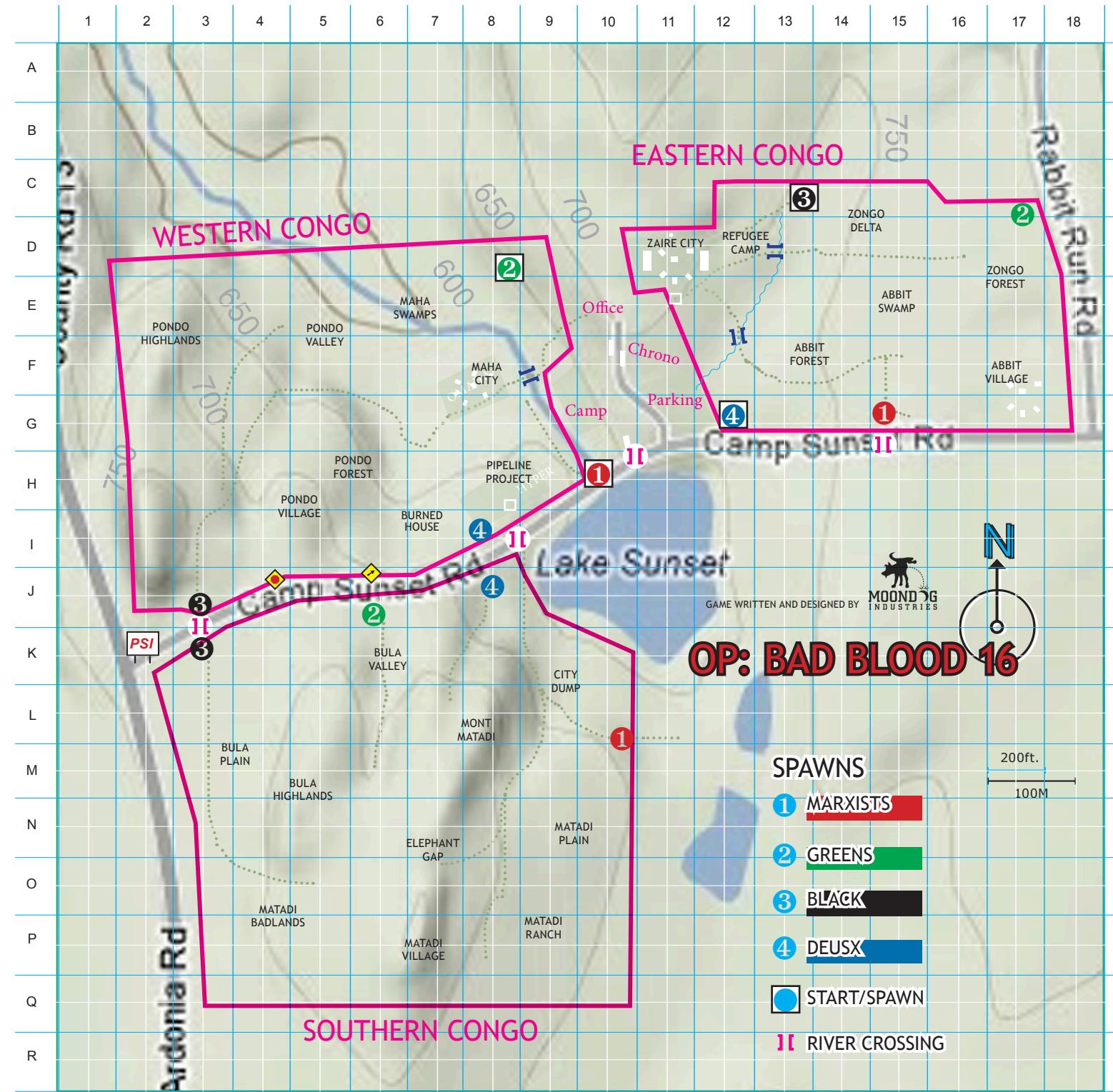
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MOVEMENT BETWEEN FIELDS

WARNING: Camp Sunset Rd. is an active road. Players should exercise caution.

Crossing between fields is restricted to (4) designated RIVER CROSSING locations.

Dead players and Faction Combat Groups may relocate to other Congo Fields. Play must start from the player's spawn location on that Field.



OBB 2016
MORNING 08:30-9:30

1. LINE

Show eyepro/safety gear, waiver and ticket to line inspectors

2. SIGN-IN TABLE

Turn in waiver and printed receipt and get wrist tag and pick up swag

3. CHRONO

Get all of your rifles chrono'd and tagged

4. ASSEMBLY

Meet your team, CO and leadership in City Field



OPBB EAST 2016 QUICK REFERENCE SHEET 1

Official Event Info on Facebook

<https://www.facebook.com/events/225708144432894/>

Location

Paintball Sports
1 Paintball Way, Plattekill, NY 12568
(845) 691-1979
<http://www.paintballsportsny.com>

Game Objectives

- Protect your Sample Collector and help them find 8 different blood stamps hidden in the field or on the body of enemy faction CO. Note: only Sample Collector may touch stamp.

Key things to Remember

- Do NOT use your radio unless you are attempting to find your Triage, are 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 do NOT Talk.
- Do not yell at enemy players for not calling hits, get an Embed to honor check.
- If you are lost, return to the road
- Keep track of your 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**

OPBB East 2016 Quick Reference SHEET 2

Re-spawn Rules

- **Faction Player:** Return to field spawn location and respawn in squads of 4-players. Or find your faction Embed and join your faction's Triage to respawn as directed
- **Embed/CO:** 5 min bleedout and return to game
- **Tribal Player:** 5 min bleedout. Re-spawn out of sight of faction players and yell "Tribal Respawn"

Staff and Emergency Radio Channels

1 &19: Admin/Staff
 3: Black Shirts
 6: Green Army
 9: Marxist
 12: Deus X

Operation Schedule

08:00-09:30 Chrono/Sign In
 09:30-10:00 Group Photos in Zaire City
 10:00-11:00 Deployment
 11:00-17:00 Game On
 17:30-18:00 Raffle

