

QUICK REFERENCE SHEET 1

PRINT THIS PAGE AND KEEP IT WITH YOU DURING THE GAME

Re-spawn Rules

- **Faction Player:** Go to one of your faction CCP and respawn as directed by Embed (~ 10 min)
- **CIA/CO:** 5 min bleed out and return to game
- **Tribal Player:** 5 min bleedout. Re-spawn out of sight of faction players and yell "Tribal Respawn"

Game Radio Channels (ONLY use the below listed channels to avoid signal interference)

Staff/Admin	Primary 19 ; Secondary 20
Black & Tans	Primary 3 ; Secondary 4,5
Green's Army	Primary 7 ; Secondary 8,9
Deus X	Primary 11 ; Secondary 12,13
Tribal Militia	Primary 15 ; Secondary 1

FRS To VHF Frequency Chart

1) 462.5625	7) 462.7125	13) 467.6875	19) 462.6500
2) 462.5875	8) 467.5625	14) 467.7125	20) 462.6750
3) 462.6125	9) 467.5875	15) 462.5500	21) 462.7000
4) 462.6375	10) 467.6125	16) 462.5750	22) 462.7250
5) 462.6625	11) 467.6375	17) 462.6000	
6) 462.6875	12) 467.6625	18) 462.6250	

Operation Schedule

FRIDAY 6/26/26 – EARLY CHRONO

- 16:00-20:00 Early chrono and registration
- 19:45-20:00 Night Game Briefing
- 20:00-22:00 Night Game
- **All Players Off The Field By 22:30**

SAT 6/27/26 – OPERATION BAD BLOOD

- 07:00-09:00 Chrono/Sign In
- 08:00-08:30 *Morning staff briefing at Upstairs Wolf Lounge (STAFF ONLY)*
- 09:00-09:30 Briefing & Group Photo
- 09:30-10:00 Chrono
- 10:00-10:30 Deployment and Faction Briefing
- 10:30-16:00 Operation Bad Blood
- 16:15-16:30 *Sample Card and Gear return at Wolf Lounge (STAFF ONLY)*
- 16:30-18:00 Raffle
- 18:30-19:30 *Post-game Staff Debrief at Wolf Lounge (STAFF ONLY)*

SUN 6/28/26 – BONUS GAMES

- 09:00-10:00 Zombie game chrono and Wristband check
- 10:00-10:30 Briefing, Rules Refresher, and Deployment
- 10:30-12:00 OP: Dead Blood (see Special Weapon Restrictions)
- 12:00-14:00 Skirmish games (normal airsoft guns)*

*You do NOT need to re-chrono your guns for the Skirmish games if they have a Saturday chrono tag

QUICK REFERENCE SHEET 2

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EVENT LOCATION

EMR Event Park

577 Wolf's Lair Road, New Milford, PA 18834

570.465.9622 operations@emrpaintball.com

Game Objectives

- Protect your Sample Collector and help them find 8 different blood stamps hidden in the field or on enemy COs.
 - Only Sample Collectors may touch Sample Coolers or CO stamps

Key things to Remember

- **Limit your radio use.** Communicate with your team using your voice, not your radio. Radio use should be limited to finding your CCP and communicating with your Command, NOT squad tactics
- No alliances or non-aggression agreements between factions or Tribals
- All body or gear hits count
- Friendly Fire hits count
- Don't shoot anybody closer than 15ft outdoors (that's the length of an SUV)
- Semi-Only inside structures
- No smoke grenades inside structures
- Inside multi-level structures, do NOT shoot anybody directly above or below you
- When hit, drop and get out of the line of fire! Then wave your red rag and call out loudly, "hit!"
- Dead men do NOT Talk.
- Do not yell at enemy players for not calling hits, get an Embed to honor check.
- Keep track of your Triage with your radio.
- Act like an adult and you will be treated like an adult
- **Don't act like a douche bag. Have fun**

GEAR REQUIREMENTS

Weapon Velocity/Energy limits

- 1.55 Joules with .32g BB for semi and full-auto guns (~365fps/0.25g BBs)
- 2.80 Joules with .32g BB for bolt-action rifles (~490fps/0.25g BBs)
- ROF Limit: 30rps
- Bio-BB's ONLY
- Barrel Condom/Blockers for all rifles (socks and gloves are not sufficient replacements)
- P-Stars and HPA powered guns must have external TOURNAMENT locks that cover their adjustment valve and are zip-tied.
- **All players must comply with State and EMR mandated COVID-19 safety requirements. Check the EMR website for updates regularly <https://emreventpark.com>**
- Full-Seal goggles with retention (No shooting glasses)
- Mesh goggles/full-face masks may only be used if also worn with lensed eye-protection
- Face protection mandatory: cloth, mesh, or plastic
- Ear protection mandatory: cloth, hats, helmets, goggle straps, or masks

- 2x Red "dead" rags
- Nametape or duct tape with your name/callsign on your vest or helmet
- 2 quarts water/hydration minimum
- Field rations (bring your own food)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece
- FRS/GMRS radios (we recommend a primary and backup)
- No player will be allowed on field without an OPBB wristband (issued at sign-in)
- Players must present valid photo ID if asked
- Printed copy of Evike Receipt or Order Confirmation Email
- Filled out and print copy of EMR/Evike waiver
- OLD-SCHOOL ZOMBIE GAME
 - 1.30 Joules with .32g BB limit for all guns
 - Semi-fire Only
 - Springer rifles, pistols, and shotguns allowed
 - Gas 40mm grenade launchers allowed
 - no SMG, rifle, or machine-pistols
 - NOT ALLOWED: AEGs or HPA guns

HYDRATION and RATIONS

- Players are responsible for their own food, water and snacks during the game.
- Water refills are available from a faucet near the EMR Pavilion
- For player safety and convenience, water jugs will be pre-positioned on the field for players to refill their hydration containers (eg. Canteens, Camelbaks, etc.) at all CCP locations

INTOXICANTS

- Players may not ingest intoxicants during or prior to playing or on the field.
- Players found to be intoxicated by Event or Field Staff will be asked to leave play, and may be asked to leave the property.