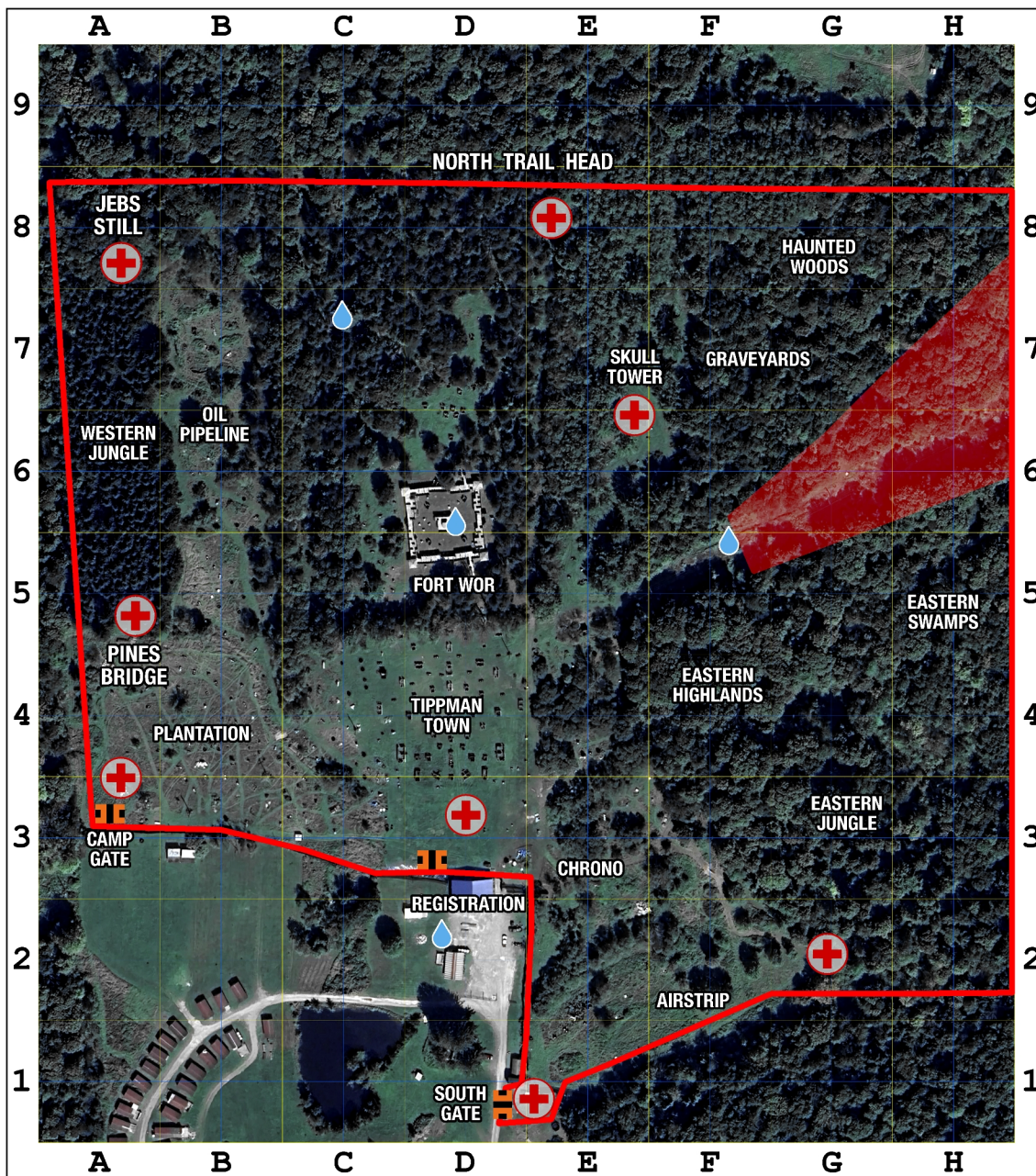


OPERATION BAD BLOOD 2025



OP: BAD BLOOD 25

GAME MAP v3
JUNE 2025

- BOUNDARY**
- HAZARD**
- FIELD ENTRANCE**
- WATER STATION**
- CCP / RESPAWN**



STARTING LOCATIONS

- D-1 SOUTH GATE**
- D-3 TIPPMAN TOWN**
- A-3 CAMP GATE**
- E-8 NORTH TRAIL**

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 Shirts	Primary 3 ; Secondary 4,5
Green's Army	Primary 7 ; Secondary 8,9
Marxist Taskforce	Primary 11 ; Secondary 12,13
Deus X	Primary 15 ; Secondary 16,17
Tribal	Primary 21 ; 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 6/27/25 – 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 6/28/25 – 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 6/29/25 – 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

PRINT THIS PAGE AND KEEP IT WITH YOU DURING THE GAME

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
 - GBB pistols only (no SMG, rifle, or machine-pistols)
 - NOT ALLOWED: AEGs, CO2, 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.

GAME BACKSTORY

In the aftermath of a massive Ebola outbreak, a third of Congo's population is dead and the country is in open civil war. The country has fractured into 4 rival factions, plus regional tribal militias. In a frantic effort to develop a new vaccine, the CDC (U.S. Centers for Disease Control) has offered a bounty for mutated strains of the virus. Each faction has sent armed medical teams into the outbreak hot zone to recover blood samples abandoned by NGO health organizations. The CIA has embedded "Handlers" within each faction to monitor the faction leadership and curb the worst of their human-rights abuses.

ONLINE EVENT INFO

For all game play and pre-registration information/inquiries please contact badbloodstaff@groups.facebook.com or post on our Facebook page: <https://www.facebook.com/groups/badbloodseries>

USEFUL LINKS

Office Facebook Player Group:
<https://www.facebook.com/groups/badbloodseries>

Livestream and Briefing videos at Anchor & Star Airsoft
<https://www.youtube.com/@anchorstarairsoft>

Livestream and Briefing videos at Moondog Go
<https://www.youtube.com/@moondoggo>

EMR Website (General field information and Campsite Booking)
<https://emreventpark.com/>

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7	FPS limits and Required & Prohibited Equipment
8	Injury & Emergency Procedures and General Conduct
8	Rules for Minors and Game Objective
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10	Respawn Rules
10	Grenades, Mines, and Field Structures
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13	Liability Waiver (Print this and bring to the game)

CHANGES FOR 2025

New FPS/Chrono

Chrono stations will be calibrated to Joule measurements. All guns will be tested using 0.32g BBs. Please bring a ½ full magazine to the chrono stations and these will be topped off with chrono BBs.

Zombie Game

We are returning to the original weapon types of the Dead Blood zombie game. This game will be restricted to GBB pistols and Springer rifles, pistols, and shotguns. This will be a semi-only game. Electric, HPA, and GBB SMGs will no longer be allowed to be used.

CCP (Casualty Collection Points)

The player's Triage respawn will be identified by their faction flag on a CCP flagpole. The Triage can only be located at a CCP flagpole. Their Triage will move throughout the day as the faction fights their way to other CCPs and relocate their flag.

- Factions may not attack/take-over a rival faction CCP (see #59 "No Camping Rule")

Hydration Stations

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

Uniforms and Wrist Bands

Each faction player will be issued a unique color wrist band specific to their faction. Players whose uniform/costume does not match their wrist band will not be allowed to play. Players in violation must purchase required uniform from an event vendor or off-site in a store in Scranton, PA.

Night Game

Primer Productions

Under the cover of night, an elite special forces unit infiltrates a hidden underground facility deep in the Congolese jungle. Their mission: recover a stolen vial containing a weaponized, mutated strain of Ebola before it can be unleashed. Accompanied by virologist Dr. Amadi, the team breaches the heavily secured lab, navigating a dimly lit facility toward the containment chamber. As alarms blare, enemy mercenaries mobilize to intercept them, turning the covert operation into a desperate race against time.

With the virus secured in a biohazard case, the team initiates their exfiltration, only to be met with a hail of gunfire. Holding their ground, they fight through the chaos, buying just enough time to rig explosives to the facility. As the lab collapses in a fiery explosion behind them, the team vanishes into the jungle, the deadly virus now in their possession. But with hostile forces in pursuit and higher stakes than ever, their mission is far from over.

Missions:

- Find the Scientist
- Find the Strain
- Rig the Explosives
- Get out to the LZ

Reward: Extra stamps for your team for the next day

Glow sticks will be provided to all players

PLAYER FACTIONS & UNIFORMS

Uniform requirements will be strictly enforced.

- Tops and pants must be in your faction's camo patterns/color(s)
- Head wear (helmets, hats, balaclavas, etc.) must match your faction's color(s) or be modified with tape, yarn, or cloth strips to add the correct colors.
- Full/Half-face masks and headwear may NOT be red or orange.
- Vests/PCs/webbing may be any faction color
- Ghillie suits may be worn by all factions

The Black Shirts

Security forces of the DRC President

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

Colors: Black & Dark Grey

Uniform: Black shirts with black, grey or dark camo pattern pants. Black Camo examples:



Green's Army

Congo Defense Forces loyal to General Green

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

Color: Green

Uniform: OD Green, Woodland (M81), DPM, MARPAT, AOR, Flora, Flecktarn, Tigerstripe. Green camo examples:



Marxist Taskforce

Marxist guerrillas and forces from the African Union

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

Colors: Tan and Brown

Uniform: Desert camo patterns (No 'Transitional' camo patterns i.e. MultiCam). Desert camo examples:



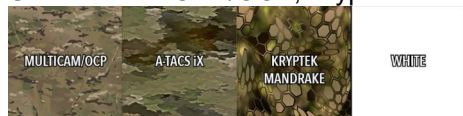
Deus X

Congolese Christian Militia

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

Colors: Brown and Green Transitional

Uniform: MultiCam/OCP, Kryptek Mandrake or ATACs-iX and White. Deus X is limited to these 4 camo types



Tribal Militia (Invite Only OPFOR team)

Regional militias defending their villages from infected outsiders Facebook Group:

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

Uniform: Plaid print, decorative print, or Hawaiian print civilian shirts with any type pants. Avoid red, orange or yellow dominant patterns which could be mistaken for a Dead Rag or Embed.

EQUIPMENT CHECKLIST

**Players must bring all of these required items to sign-in.
Missing items may be available from on-site vendors or the nearest Walmart (30min from EMR.)**

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

- 1.55 Joules w/ .32g BB for semi and full-auto guns
- 2.80 Joules w/ .32g BB for bolt-action rifles
- ROF Limit: 30rps
- 1.30 Joules w/ .32g BB for Dead Blood zombie game Only
- Bio-BB's ONLY
- P-Stars and HPA powered guns must have external TOURNAMENT locks that cover their adjustment valve and are zip-tied. <https://tinyurl.com/hpalocks>
- Full-Seal goggles with retention (No shooting glasses)
- Mesh goggles and full-masks must wear secondary eye protection under the mesh
- Face protection MANDATORY: cloth, mesh, neoprene, or plastic
- Ear protection MANDATORY: cloth, hats, helmets, goggle straps, or mesh
- Barrel Condom/Blockers for all rifles (socks and gloves are not acceptable barrel condoms)
- Red "dead" rag
- 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
- Whistle (for an injury/emergency signal)
- Players must present valid photo ID if asked
- Printed copy or screenshot of Evike Order Confirmation Email
- Filled out and print copy of EMR/Evike waiver
- https://nycairsoft.com/frontpage/emrwaiver_2020/
- FRS/GMRS radios (for emergency signaling)
- Melee weapons must be commercial foam or bendable rubber construction

ALLOWED GRENADES

- EG67, TAG-67, and AFG-6

PROHIBITED ITEMS

- All smoke grenades and markers
- Red, orange, or yellow colored masks or clothing (colors are reserved for dead rags and Staff)
- "Bullet Proof" or riot shields
- Pyro powered projectile grenades
- Airsoft Innovations 40Mike and Mini-Mike shells
- Mini-guns, micro-guns and Home Made/Unconventional weapons

GENERAL RULES

EMERGENCY PROCEDURES

1. Cease Fire” is an immediate end of play for the ENTIRE field
 - 1.1. “Cease Fire” should NOT be called by players unless it is a dire emergency.
 - 1.2. “Cease Fire” should only be called by Embeds, EMR Staff or the GM.
 - 1.3. “Cease Fire” and “Game On” orders will be announced by radio
2. SERIOUS INJURY: If a player has an injury or safety emergency, nearby players should, blow their whistle, wave their red rags, and shout “Blind Man!”
 - 2.1. Assisting players should wear Red Rags and tuck them onto their goggle straps.
 - 2.2. Radio for an EMBED, GM or a Field Ref to call a pause to the action in the immediate area of the injured player.
 - 2.3. Describe the emergency and map grid location for EMS rescue team
 - 2.4. If possible, help the player to a trail, clearing or structure and remain visible for EMS.
 - 2.5. If the player is too injured to move safely, provide a visible or audible (ie. Whistle) signal to identify the injured player’s location.
 - 2.6. Clear the area of guns and gear to allow EMS vehicles to reach the injured player.
 - 2.7. Friends should collect and secure the injured player’s gear
3. EYE PROTECTION: If a player loses their eye protection, they should immediately call out “Blind Man!”, cover their eyes and seek cover to remedy the situation.
 - 3.1. Nearby players should wave their red rags and repeat the call of “Blind Man!” to call a pause to the action.
 - 3.2. Once the affected player remedies their problem, they should call, “All Clear.”
 - 3.3. Nearby players should repeat “All Clear” and resume play.

CONDUCT

4. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship.
5. Do not assume opposing players are cheating. Give them the benefit of the doubt
6. 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.
7. Players who sexually or physically threaten other players will be ejected from the game without refund and barred from future events.
8. At NO time should any player ever touch another player from an opposing team with his or her own body or any handheld object except an approved foam/rubber melee weapon (tap, never stab or swing).
9. Subordinate players should observe and respect game ranks/positions. Ranking players should recognize it’s pretend. Op: Bad Blood is just a GAME. Have fun.
10. NO blind firing. You must be able to see along the barrel of the gun you are firing. No mirror or Cornershot modifications allowed.
11. Exercise good sportsmanship and refrain from over firing your target (“lighting them up”) especially at close range. Never intentionally injure or hurt another player.

Airsoft is a game of HONOR. Please call YOUR hits!

MINORS and GUARDIANS

12. Players under 13 must be supervised at all times by an adult guardian, who must also be a paid player at the event.
13. If a minor is KIA, their guardian should also call themselves Out and accompany their child to respawn.
14. If a guardian is KIA their child should call themselves Out and accompany their guardian to respawn.
15. Minors under the age of 13 found without adult supervision will be held at the EMR office until their parent or guardian can be found to take them home.

RANKS and ROLES

16. CIA Handler (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their special duties:
 - 16.1. 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.
 - 16.2. Monitor their faction’s re-spawn point “The Triage” (see RESPAWN)
 - 16.3. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions
17. Sample Collection Specialist (COLLECTOR): Carries their faction’s sample card kit and is the only player allowed to touch the SAMPLE BOX and collect blood samples.

COMBAT UNITS

18. OPBB is a large formation, Army/Division-style war game. Players are encouraged to join large ‘regular’ military units, under direct chain of command. This differs from typical airsoft games where players fight independently.
19. Factions will form 3-5 fighting companies, lead by the CO, XO or LT’s

20. Each company will be mission focused (e.g. Recon, CO defense, reserves, etc.)
21. Each company will consist of 3-4 platoons (e.g. Vanguard, pickets, rear guard)
22. 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
 - 22.1. If a player loses contact with their unit they may use their radios
 - 22.2. If a player can not communicate with their unit then they must seek the nearest Field Ref or EMBED for assistance.

STAMPS

23. The main objective of the game is for a faction to secure Ebola blood samples (rubber stamp impressions) in their Collector's sample kits.
24. There are up to 10 different stamps to be found
25. The team with the most unique stamps on the most cards wins
26. Ebola Samples are located in 4 tethered storage boxes hidden in areas controlled by the Tribal Militia
27. Four (4) bonus stamps are in the possession of each faction CO
28. CO's must be reached by a Sample Collector before he BLEEDS OUT (5 min) in order to get a stamp imprint
29. Collectors are the ONLY players that may handle the Ebola box and stamp.
 - 29.1. Ebola samples may NOT be moved or untied. The Collector must go to the stamp.
 - 29.2. Once a stamp imprint is made, the stamp must be returned to its original condition.

MINIMUM SAFETY DISTANCES

30. No player will shoot at another player closer than these distances due to risk of injury.
31. 15ft for all weapons firing at or below 400 fps
32. If a player is inside a structure and can not move more than 15ft away to engage, the player may Bang-Bang a maximum of 2 enemy players, but must call himself out.
33. Sniper Rifles minimum safe distance is 100ft. Sniper Rifles should only be used at targets farther than an AEG rifle can engage.

HIT RULES

34. OPBB hit rules are simplified to be easy to remember by all player levels
35. Body, clothing, gun and gear hits count
36. Players may call themselves "out" and effectively be 'hit' to take a break
37. Friendly fire counts (yes it sucks but you're hit, there are no do-overs)
38. When hit by gun/rocket/grenade/mine, or otherwise wounded/removed from combat, players should do the following:
 - 38.1. Immediately seek cover
 - 38.2. Loudly call out, "Hit!"
 - 38.3. Wave your red rag vigorously, then tuck it securely in your goggle strap Keep in mind most players cannot hear you while firing their weapon. Your red rag is the first and most reliable signal of calling your hit. Red ball-caps are not acceptable substitutes for red rags.
 - 38.4. If you continue to be fired upon – don't get angry, GET BEHIND COVER.

DEAD TIME / KIA

39. After waiving your dead rag, assume a non-combatative posture and quickly return to your CCP or Spawn
40. Live players may not use dead players as cover or mix-in with dead as decoys
41. Do no linger to observe the game. Red-ragged players standing around ruins the immersive role-playing feel of the game.
42. Dead players may not perform scouting or other active duties while returning to their Embed/CCP
43. Players may radio their leadership for directions to their CCP.
44. Dead players may NOT communicate INTEL until they reach their CCP.
45. Dead players may ask live players for directions to their Embed or team only
46. If you cannot find your team or Embed, seek help from the nearest Field Staff member or enemy Embed.

CO BLEEDOUT

47. Faction leaders who are hit, are immobilized for 5 minutes and Bleed Out
48. Enemy Collectors who safely reach the CO may ask him for his stamp imprint. Collectors who are hit by fire WHILE in the process of getting a CO's stamp are killed and do not receive that imprint. Collectors who are killed AFTER receiving an imprint retain that imprint.
49. After Bleed Out, CO returns to their Triage and resumes play immediately.

RESPAWN, Triage and CCPs

50. Faction units respawn at their Triage, indicated by their flag on a CCP (Casualty Collection Point) flagpole.
 - 50.1. Factions start the game at an assigned CCP.

- 50.2. To relocate their Triage, the Faction must first take control of an unoccupied CCP, eliminating its defending Tribals. Then, the Faction Embed will lower their flag from its current CCP. The faction must safely escort their Embed and flag to their new CCP location.
- 50.3. When the faction flag is raised at a CCP, that location becomes their active Triage. No faction player may respawn until their flag is raised.
- 50.4. Factions may not attack/take-over a rival faction CCP (see #59 "No Camping Rule")
- 50.5. Only one CCP may be used as the faction's Triage at any given time.
- 50.6. The flag can only be raised at an official CCP (no improvised Triage locations)
- 51. Players will respawn when indicated by a supervising Embed (approximately every 10 minutes)
- 52. While waiting at the Triage, players should make radio contact with their leadership and make plans to rejoin their combat unit
- 53. While waiting at the Triage, players should HYDRATE and refill water.
- 54. Embeds will oversee your faction's Triage but ARE NOT the Triage themselves.
- 55. Dead players, will wear their red rags visibly on their heads while in the Triage
 - 55.1. Players at the Triage **may not warn** teammates of enemy flank/sneak attacks
 - 55.2. Players will wait for the Embed to give the respawn order (~every 10 minutes)
 - 55.3. Players will return their red rag to their pocket/pouch and return to play

SPAWN CAMPING

- 56. Players may not "Camp" an enemy's CCP or fire upon enemy players within 50ft of their CCP (If you hit a player waiting at their CCP, you are too close)
- 57. Respawning players should be given a fair amount of time to seek cover. Players may NOT follow enemy CCP or Tribals with the intent of attacking players immediately after they respawn.

EMBED RESPAWN

- 58. 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 CCP.

TRIBAL RESPAWN

- 59. When hit, Tribal Militia players will sit out a minimum 3 minute Bleed Out time at the location they were hit, and wear their red rag.
- 60. After Bleed Out, the Tribal player will loudly announce "Tribal Respawn" and retreat away from live players and seek a safe place AWAY, out of view of factions.
 - 60.1. The Tribal players will secure their red rag and return to play.
 - 60.2. Tribal players should exercise fair-play when respawning and may NOT engage in 'revenge' respawns
- 61. Tribal Sample Guards may NOT leave their sample unsupervised. They must wait until all faction players leave the sample box before they may respawn.
- 62. Tribal Sample Guards may temporarily aid a faction that has obtained their sample if this allows that faction to move away from the sample.

GRENADES

- 63. Grenades are problematic weapons in airsoft, players must exercise both caution and patience.
- 64. Hand Grenades must expel a gas or BBs when 'detonated'
 - 64.1. Grenades that fail to go off, are duds and do NOT have an area effect
- 65. Electric grenades 'siren' are distraction devices
- 66. Hand Grenades used outdoors have a 15ft blast radius
 - 66.1. Any player within 15ft of an exploding grenade are considered automatically hit
 - 66.2. Players with hard, body sized cover between them and the detonated grenade are protected from the blast
- 67. Hand Grenades must be tossed under-handed
 - 67.1. 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
- 68. RPG/BB Shower shells will be treated as BB shotguns outdoors
- 69. Please clean up after yourself and deposit spent munition shells in trash cans

CLAYMORES AND MINES

- 70. Any player struck by a BB expelled by an airsoft Claymore is HIT
- 71. Any player sprayed by the dust cloud of an airsoft mine is considered HIT
- 72. Players who are within 15ft of a mine detonation are considered HIT

TRIBAL BOOBY TRAPS

- 73. Tribal players may use trip-wire triggered firecrackers, which are simulated Improvised
- 74. Explosive Devices (IEDs) which are treated as MINES (see above)

75. Please clean up after yourself and deposit spent munition shells in trash cans

CASTLES/STRUCTURES

76. Semi-Only. Full-auto fire is NOT allowed when inside a castle, fort, etc.
77. No Mouse Hole Fire: Gaps, holes, windows, and firing ports must be large enough to pass your head through.
78. In multi-level structures, DO NOT fire at any player directly above or below your position because of increased eye and face injury
79. Smoke grenades may NOT be used in structures due to fire hazard

CHRONO

80. Embeds will randomly spot check players throughout the event
81. 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.
82. Players must report to the chrono station with a ½ full magazine for each rifle or SMG. Staff members will top off your mag with our testing BBs.
83. Green Gas Pistols and multi-shot shotguns will NOT be chrono'd. CO2 pistols will be.
84. All auto and semi-auto weapons will be chronographed using the staff's 0.32g BB's ≤ 1.55 Joules
85. Sniper weapons must be bolt-action ≤ 2.8 Joules
86. Velocity reducing flash-hiders are NOT allowed – they do not work reliably
87. All full-auto weapons are limited to 30 RPS max Rate-of-Fire (ROF)

VELOCITY/ENERGY GUIDELINES ARE A LIMIT, NOT A GOAL

FACE AND EAR PROTECTION

88. Face Protection is REQUIRED to be worn by all players. This includes shemaghs, bandannas, paintball masks, metal mesh, plastic, foam rubber and mouth guards.
89. Ear covers are required to be worn by players. This includes shemaghs, bandanas, goggle straps, helmets with ear coverings, and caps with flaps.

EYE PROTECTION

90. ANZI Z87.1 rated eyewear is required to be worn by ALL players.
91. Eye protection must have a rubber/foam/soft material seal or constructed to closely conform to your face and cheeks.
92. Shooting glasses without a conforming seal will NOT be allowed
93. Eye protection must be secured against the head with tight elastic straps that pulls the lenses against your face.
94. Players wearing mesh goggles or full-face masks, must wear a secondary solid plastic lens under the mesh to protect the player from BB shrapnel.
95. 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 and ejected from the event for your own safety.

OLD SCHOOL DEAD BLOOD

Flashback to airsoft games in the 90's, with springers, pistols and shotgun Zombie mini-games. You'll be challenged by limited fps, limited ammo capacity, limited firepower (semi-only) and increasing threats as the game progresses. For added challenge and fun, gun types are severely restricted.

OBJECTIVE

Recover Blood stickers hidden in the field. Attach them to a team leader's arm. Return to the GM before the end of game-time with a live player wearing the stickers to record your team's sticker haul. Your first returning player with stickers will be your teams final score for the game, so don't come back too early.

GAME RULES "Moondog's Zombie Rules of 3"

Players: 3 Hits to Kill

- 1st hit = Limp/Cant Run
- 2nd hit = Play one handed using weak hand (including reloading)
- 3rd hit = Dead

Players who get shot, become wounded and then die are all "infected" by Z-virus. Players will stow away their guns and tie a Dead Rag on their goggle strap and become ZOMBIES. Zombies who touch live players, "infect them" and turn them into zombies.

Zombies: 3 Hits to "Put Down"

30 seconds: Down Zombie are immobilized for a minimum of 30 sec. before reanimation.

Refresh after 3: Fresh zombies may run but must shamble after being Put Down. After their 3rd reanimation, the zombie comes back "Fresh" and may again run until being Put Down.

Shotguns: 3 Shots

Shotgun hits count as 3 hits. Players should call out "shotgun" to remind zombies of this rule.

REQUIRED EQUIPMENT

Dead rag

Vest or extra shirt padding is recommended due to repeated close distance hits

GUN RULES & RESTRICTIONS

- Because this game has no minimum safety distance, guns must be lower powered, have limited ammo capacity, and fire semi-only. **FPS limit is 1.30j with 0.32g BBs**
- Springer pistols, rifles and shotguns
- GBB pistols (no SMGs, machine-pistols, or full-auto capable pistols allowed ie. Glock 18)
- Hand and Shower grenades and mines allowed
- Nerf RPGs allowed

PROHIBITED WEAPONS

- AEGs, LPEGs, AEPs
- HPA powered SMGs, rifles, or pistols
- LMGs, SAWs and Mini-Guns
- Melee weapons (A melee hit on a zombie would count as a touch and infect the user)

