

Operation Empty Quiver

Nov. 10th-11th, 2007

Player Kit – All rules and regulations listed here will be strictly enforced. Anyone failing to read and/or follow them risks expulsion from the event and/or point deductions for your team (if applicable).

General Event Site Orientation and Safety

Milsims.net and the OPEQ staff would like to welcome the members of the airsoft community. Staff members will be available at all times to assist you in making this event as entertaining as possible, and creating an authentic military simulation atmosphere for all. As such, staff members for this event will be integrated into the scenario as non-combatants as well as referees and observers. We, the staff, hope that you will enjoy the event.

This section of the document has been provided to you so that you may familiarize yourself with the event procedures and safety guidelines enforced at milsims.net events. These rules are in place for everyone's safety and enjoyment of the event, so please read the entire document carefully. It is your responsibility to know what is in this document. Any violation of these rules will result in your expulsion from the event regardless of whether or not you knew you were breaking them.

General Event Site Safety

1. No alcohol or illegal substances are allowed on site including the camping and parking areas.
2. Other Illegal Conduct
 - a. Players who attempt to steal, cause bodily harm, or otherwise break the law will be turned over to local law enforcement.
3. Age Limits
 - a. Players 18 years of age or older may attend the event.
 - b. Players who are 16-17 years old may attend with a waiver signed by both the player and their legal guardian.
4. Smoking
 - a. Smokers are requested to take care where and how they discard their cigarettes.
 - b. Field strip your butts or discard them in a coffee can.

5. Weapon Safety

- a. All rifles must have magazines removed from the weapon and muzzles pointed down.
- b. Side arms must be holstered.
- c. All weapons must have their safeties engaged.
- d. Treat your weapon like it was real.
- e. No firing of weapons is allowed in the base camp or staging area at any time.
 - i. Regardless of whether or not the weapon is loaded.
 - ii. Designated areas will be assigned for weapons testing.

6. Trash

- a. Trash collection areas will be designated.
- b. You are responsible for the trash in your camp area
- c. All trash must be disposed of.
- d. Trash in the area of operation must be packed out for disposal.

7. Lost and Found

- a. Equipment found in the base camp or in the area of operation will be turned over to the event staff and be held at the check-in station.
- b. Personal equipment found abandoned during a mission will be returned to the owner if possible.
- c. We suggest you mark your equipment in an identifiable way (tag, paint, magic marker, etc.).
- d. Staff will not be responsible for lost items and will not make special searches for lost equipment.

8. Boundary markers

- a. All event boundaries are marked with colored caution tape. Please DO NOT cross this tape as you may be trespassing. While fences mark the majority of the MASH facility, there are places where the fence does not exist or has fallen over time.

9. Pyrotechnics (other than smoke grenades / bombs)

- a. Pyrotechnics used during milsims.net events will be monitored and handled by certified pyrotechnicians ONLY.
- b. A Minimum Safe Distance (MSD) will be established by the pyro crew for your safety as well as theirs. This MSD will be clearly marked. DO NOT cross this boundary.
- c. Any failure to follow the safety guidelines relevant to pyrotechnics will result in immediate ejection from the event.

Equipment Guidelines and Safety

1. Eye Protection
 - a. Goggles MUST be worn at all times within the area of operation and in test firing areas.
 - b. All goggles must comply with the ANSI Z87.1 standard set forth by the American National Standards Institute.
 - c. All goggles must be full seal.
 - i. Eyewear must fully seal around your eyes
 - ii. Goggles must have plastic lens or lenses that are imbedded fully in the goggle frame
 - d. NO mesh goggles or shooting glasses.

2. Weapon Safety
 - a. Velocity reducers are NOT allowed.
 - b. All airsoft weapons will be chronographed using Excel .25g BBs.
 - i. Players may use any weight BB during the event.
 - c. All airsoft weapons will be marked by the event staff during the chronographing process.
 - i. Players must leave the marking on their airsoft weapons at all times during the event.
 - ii. Any airsoft weapon which has been marked 'RED' is not allowed in the area of operation at any time.
 - iii. Any airsoft weapon which has not been marked is not allowed in the area of operation at any time.
 - d. All airsoft weapons are subject to spot checks throughout the event.
 - e. Standard Limits
 - i. Includes all pistols, shotguns, and standard AEGs
 - ii. Limited to Low, Medium, and High Cap Magazines (No box mags on AEGs that are not authentic SAW replicas).
 - iii. 15 foot minimum engagement distance
 - iv. FPS limits (Using .25g BBs)
 1. Green < 365 fps
 2. Yellow 365 – 375 fps
 3. Red 376 > fps
 - f. Support Limits (SAW)
 - i. Includes approved support weapons.
 - ii. Player MUST be 18 years of age or older, and approved by the event staff.
 - iii. Any size magazine is allowed (including box magazines and auto-winding box magazines).
 - iv. 50 foot minimum engagement distance.
 - v. FPS Limits (Using .25g BBs)
 1. Green < 400 fps
 2. Red > 401 fps

- g. Sniper Limits
 - i. Includes approved sniper weapons.
 - ii. Player MUST be 18 years of age or older, and approved by the event staff.
 - iii. Must fire semi-auto only.
 - iv. 100 foot minimum engagement distance.
 - v. FPS Limits (Using .36g BBs)
 - 1. Green < 450 fps
 - 2. Red > 450fps
- 3. Hydration
 - a. While bottled water will be provided, a portable water hydration device such as a camelback or canteen is recommended gear for all participants.

Event Location

1966 Franklin Pike
Lewisburg, TN 37091

<http://maps.google.com/maps?f=q&hl=en&q=1966+Franklin+Pike,+Lewisburg,+TN+37091&ie=UTF8&om=1&z=14&ll=35.505889,-86.813536&spn=0.040735,0.122223&t=h&iwloc=addr>

Ok this shows the crossroads, the event site is just a little north on 431, the parking/camping is down the road to the west.

Exact GPS coordinates

Event Staging Area:
35.50621
-86.81301

Camping/Parking:
35.50254
-86.82867

If you have any questions please post them well before the event. No need to get lost trying to find the event Saturday morning.

Event Timeline

Friday, November 9th, 2007

1700 - 2000 Camping check-in and early chrono.

2000 - If you need a late check-in please arrange this prior to the event.

Saturday, November 10th, 2007

0700 – 0830 Event check-in at staging area.

0830 Nigerian / Chechen teams insert into Area of Operations (AO)

0845 US Special Forces team inserts into AO

0900 US Rangers team inserts into AO and Mission 1 begins

0900 – 1200 A series of missions will continue with intel available to teams on an as-needed basis

1200 – 1300 Break for lunch (In the field at teams FOB)

1300 Missions resume with intel on as-needed basis

1430 – 1500 Afternoon break (In the field at teams FOB-discretionary)

1500 Missions resume with intel on as-needed basis

1700 – 1800 Break for dinner (In the field at teams FOB)

1800 Missions resume with intel on as-needed basis

2000 – 2100 Evening break (In the field at teams FOB-discretionary)

2100 Missions resume with intel on as-needed basis

2300 Conditional stand down until 0830. Teams to camp at FOBs

Sunday, November 11th, 2007

0830 – 0900 Conditional stand down ends

0900 – 1100 Final Mission

1100 – 1200 Closing Ceremony and Door Prizes

Parking

We have limited parking at the event staging area. Because of that staging area parking will be restricted to event staff, and sponsors. If you arrive before 9am, we request that you park in the designated parking/camping area (on your map B in the player kit), there will be a staff member at the parking area until 9am, and we will be running shuttle vans back and forth at regular intervals from the campsite/parking area until 9am. If for some reason you arrive later than 9am, we ask that you park at the event staging area. **If you're arriving that late you will likely miss the first mission, so please try and arrive earlier.**

Camping

You are welcome to camp out on Friday night if you wish. On the morning of the event please report to the designated camping/parking area (on your map B in the player kit). Once there please make sure to locate the staff tent and check-in so they can mark you off the list. If you have to arrive after 2100 (9 pm) please make arrangements with the staff before hand. Cars will be left in the camping/parking area during the event, and players should have plenty of space for both.

Check-in Process

When you arrive in the event staging area, we request that you report to the club house, and start your event check-in process. You will need the following items for event check-in:

State or School issued ID with your date of birth on it, or your parent/guardian who can confirm you are at least 16 years of age.

- a. Sniper and Support slots will require a State or School issued ID showing you are at least 18 years of age.

Signed MASH / milsims.net waiver form (including parent/guardian signature if you are under 18) – Included in this player kit.

Signed Honor Agreement (including parent/guardians signature if you are under 18) – Included in this player kit.

When you report to the event check-in, they will verify your ID (for those players who appear 18 or under and players in sniper/support roles for the event), and ask you to turn in your properly signed forms. Please note for insurance reasons we are required verify this information.

Please bring the following items with you to the chronograph station.

All AEG, Gas, and Spring airsoft weapons you plan on using at our event. This should include any back-up weapons you would need should your primary fail while in the field (Note: To keep things moving faster this is limited to 4 weapons per person.)

An **empty** standard or low-cap magazine for all of the above weapons (while we will have STAR/MAG brand M4 and MP5 magazines at the chronograph station, we can not guarantee that they will work in your weapon). Of course sharing between friends and teammates is acceptable; just have them with you when you get to the front of the line.

The staff at the chronograph station will take your weapon, load the magazine with .25g BBs and test fire 3 shots across their chronograph. These 3 shots will be recorded, and the average will be used to determine the fps of the weapon. If

for some reason a weapon fails to meet posted event chronograph requirements, the weapon will be handed to the OIC of the chronograph station to re-verify the result on a different chronograph, his decision on the matter is considered final. The staff will then mark the weapon, and the player will be finished at the event chronograph station.

After being finished at the chronograph station, all players should report to their team staging area, and make sure their Squad Leader or Platoon Sgt is aware they are present.

Special Weapons Rules

In hopes of a more realistic game, we are limiting the number of special weapons which each team may field during the day. Platoon Lt/Sgt and Squad Leaders need to make sure the roster is completely up to date as all special weapon slots must be noted on their roster. Please note you should make every effort to get positions and solutions approved well before the event. We will not be making sniper/support slot changes at the last minute. If we run out of time on Saturday to approve special devices, they will not get approved, so please try and setup a time to get them approved Friday afternoon, or get them on the list for Saturday.

Sniper/Scout Positions – Each platoon may designate 2 team members for their scout/sniper team. Each team member *must* be 18 years of age or older. One of these players may use 'sniper class' weapons with the approved MED (minimum engagement distance), because of this they are strongly encouraged to carry a backup weapon because engagement within the MED will not be allowed. The Platoon Lt must submit the names for their team to the staff for approval.

NOTE: US Special Forces Team may use a Weapons Specialist role as either a Sniper or Support position, but must designate them before the operation.

Support Weapon Positions – Each squad is allowed 1 SAW support gunner for this event. Only true SAW or Shrike replicas are approved for this event as a SAW support weapon as long as it meets the following requirements:

The operator is 18 years of age or older OR the operator is 16 years of age or older and the weapon only fires at 375fps or less with .25g BBs.
The weapon has a box magazine or other type of extra capacity magazine auto winding magazine.

Squad Leaders must submit the names for their squad to the staff for approval.

Grenadier Positions – Each squad is allowed 1 Grenadier position for this event.

All nerf and nerf like ammo is approved for this event. Should you have additional rounds you want approved, please contact a staff member

ahead of time, and be prepared to demonstrate the rounds either Friday afternoon or Saturday morning to the staff for approval.

- HE (High Explosive) 'nerf' rounds have a 15 feet kill radius from the point where the round comes to rest.

All under the gun M203 launchers which are available for retail purchase and use green gas are approved.

- Do not fire nerf rounds directly at players; they should be fired to hit the group.
- There is a 15 feet MED on both nerf HE rounds and BB shower shells.

Standalone launchers must be pre-approved by the staff, please make arrangements to have your standalone launcher approved.

- Fixed gas operation is required. Using 12 gram CO2 is fine; hooking it up via an adjustable regulator to a 20oz CO2 tank will not be approved.

Grenades – Tennis balls and foam grenades are approved for this event.

There will be no modification to the tennis ball/foam grenade

- Don't add weight or screws to attach streamers etc.

Grenades have a 15 foot kill radius from the point where the grenade comes to rest.

Limit of 3 grenades per player (all weapon classes may carry grenades).

- Each grenade may only be used once per mission.

Claymore, Mines, IEDs – All non-standard devices must be approved before hand by the event staff. Please contact the staff and make arrangements before the event. NO TRIP WIRE DEVICES, PLEASE.

Player Death, Medic and Respawn Rules

In a hope to make this fun, simple, and keep the game moving along, we've come up with an integrated death, medic, and respawn system. If you have any questions please try and get them answered before the event.

Death Rules

What counts as a death?

- All hits to the player and/or the gear they wear count as a death.
 - Gun hits do not count as a death.
 - Ricochets do not count as a death.
 - When in doubt use good judgment and call yourself out.
- HE rounds which land within 15 feet of your position count as a death.
 - The measurement is from where the round comes to rest.
 - When in doubt call yourself out.

- On this field trees and small ruts do not provide cover, all persons within 15 feet of the HE round are out.
- Grenades which land within 15 feet of your position count as a death.
 - The measurement is from where the grenade comes to rest.
 - When in doubt call yourself out.
 - On this field trees and small ruts do not provide covers, all persons within 15 feet of the grenade are out.
 - The player nearest the impact point may call all those within the 15 foot radius out.

What do I do once I'm hit?

- Dead players do not talk or use the radio.
 - Other than to indicate they are 'out' or to call for a medic.
- You should yell 'HIT' or OUT as loud as you can.
- You should place your red death rag on your head.
- You should sit down where you were shot and wait for a medic or respawn.
 - Other players may use you for cover, but this also opens you up for other hits. If you don't wish for your own teammates to use you as cover, you should tell them not to.
- You may move a reasonable amount to get out of the line of fire, but once you do so a medic may not bring you back into the game.
- After a medic has revived you (see the medic rules below), or 5 minutes passes (whichever comes first), you should walk out to the nearest respawn point (please read the respawn rules below).

Medic Rules

Each squad will have a designated medic. As with other 'special' positions, medics need to be documented in the team roster before the event.

Medics should have a pouch or some other method to carry the "bandages".

When a player has been hit, they maybe revived by a medic within 5 minutes of being hit.

- In order to revive a player the medic should tie 1 "bandage" to the players arm or gear.

The medic may move to the player.

Other 'alive' players may 'drag' the hit player to the medic.

- The hit player must be in physical contact with the player who is dragging him at all times.
- The hit player may not move faster than a standard walk while being 'dragged'.

Medics may revive other medics through the above process.

- Medics may not revive themselves.

Only designated players with a valid medic armband may revive players.
Players may only be revived back into the game once per mission, after that they must go to a respawn point before being revived into the game again.

Respawn Rules

Once you have waited 5 minutes after being hit, you must move to the nearest respawn point.

There is a respawn point inside each teams FOB.

- Only the team who owns the FOB can use this respawn point.
- Players should walk up to and touch the respawn, they are then back in the game.

There are 6 universal respawn points spread through the field.

- Players must walk to and touch the respawn point, they are then back in the game.
- There is a 25 feet no fire zone in all directions around a respawn point.
 - Players should not fire into or out of this zone.
 - 'Camping' of respawn points will be considered unsportsmanlike conduct and will not be tolerated.

Other Event Rules

Any color of pull tab cold smoke is allowed with the exception of orange.
No firing into, out of, or in the general direction of vehicles. Check mission profiles for exceptions to this rule.

- This includes the shuttle vans which will also act as 'crashawk' choppers and convoy elements for team insertion and removal.
 - Allow the players to get clear of the van, and for it to move away before opening fire.
- This includes ATV's staff members will be riding in the AO.
- At no time will these vehicles be used against either team.

Opposing teams FOB and 50 feet around it are off limits.

- If you happen to stumble across the other teams FOB, turn around and walk away from it.
- At no time will there be a mission objective that requires you to attack the opposing teams FOB.

No scanning of radio frequencies is allowed other than on authorized radio channels.

- Your team will be issued a communications plan, you are expected to stay within those frequencies.
- Only exception is when otherwise directed by the mission card.

Important Items and Information

This is a Military Simulation, as such, we try and require real life skills and items to successfully complete our event. We're trying to keep things simple, but there maybe some items your not used to having that will be required to finish certain missions. While not every person on a team will need every one of these items, it will add significant difficulty to the mission if the required item is not available when needed.

- Paracord – At least 25 feet of it
- Multi-tool or Screwdriver plus wire cutters
- 100 mile per hour tape
- Military issue poncho
- Field programmable UHF two-way radio (462mhz thru 467mhz)

Mission Overviews

Over-all Mission :

The U.S. forces need to locate and seize the tactical nuke lost during Operation Ill Wind from the Nigerians before they have a chance to sell the WMD to Chechen rebels.

The Nigerians need to protect the nuke until the Chechen buyers can smuggle it out.

The Chechens need to secure and extract the nuke without letting their presence in the area be known.

For all practical purposes, the Nigerians and Chechens will work as a combined force for this event.

Mission intelligence will be provided on an as-needed basis for this operation. You or your commanding officer will receive mission intel direct from the command center to direct your troop movements. You may also solicit intel from the local inhabitants, but it may cost you.

Please note that for this event you will be sleeping IN THE FIELD after stand down on Saturday night. There will be no shuttles back to the parking area except for emergencies. Be sure to bring everything you need with you when you leave your vehicle, including food and water.