



Players –

This is a list of extended rules that apply for this operation only as well as some answers to some questions that are being asked.

First All of Code Red Airsoft Park Rules still apply.

If you are not familiar with them please review them on our website.

All players' packs will contain a set of rules for the park as well as this information letter for reference.

If you have any questions or concerns about any of the rules or anything please call us do not assume and show up with something that can't be used.

This event is a Pre-Register event and **NO** sign-ups will be allowed the day of.

Operation Armageddon is a military simulation operation a field training exercise and once it begins . . . . .

It has begun. If you **CAN NOT** stay for the entirety of the game then this operation is not for you.

Again, the focus of MilSim games is simulating combat rather than shooting for the pure sake of it.

This Operation is for the player who can follow orders and work as a team. Players will be broke into smaller squads and everyone is relying upon each other to have their backs and complete the mission at hand.

There will be a lot missions that will be played so you will need to be as prepared as possible.

There will be designated rest periods between missions as well as a lunch and dinner break. You are welcome to bring your own food and we will also have a food truck come thru at those times as well.

**BE** prepared for all weather conditions as this event will go on rain, shine, wind or whatever Mother Nature plans for this weekend. **All** Players are required to check –in Friday November 30<sup>th</sup> at 6:00pm.

Players may camp the night or return by 7am on Saturday December 1st. You will receive your player's pack which contains Intel information, Re-Spawn Card and general information. You will also have an opportunity to meet the commanders for this operation.

Some items that we will have on site and available for sale – hot coffee, hot chocolate, water, hand warmers, Anti-fog, BB's, soda's, etc. We do have a pro shop on site and will also have some vendors on site such as, AEX, Voodoo Tactical

Below are the added rules for the op.

## Age 13 and up

### ■ Ammo/Magazines:

A Maximum of 1,000 rounds is allowed per mission between all your weapons

– For example this would include a M203 shell.

There is **NO** restriction on the magazine capacity just the rounds per mission.

**YOU CAN NOT** carry extra BB's on/with you and this includes Speedy loaders.

### ■ Cheating:

If you are caught cheating in a mission a game controller will punch your re-spawn card twice thus causing a deduction in your squad's points and also mark your wrist band. If you get 3 strikes on your wrist band you will be eliminated from the event with **NO REFUND**. This is an honor and integrity sport and event so let's keep it that way.

❖ If a player breaks any other rules – such as lifting mask on the playing field that will result in a mark on the wrist band and again 3 strikes will eliminate you from the event.

### ■ Dead Rags / Red Glow Sticks:

It is **required** to have a Red Dead Rag for the day missions and a RED Glow Stick for the night missions. This flag / glow stick will indicate to other players that you are out and/or heading to the re-spawn location.

❖ You may bring your own Red Rag - it must be a solid Red 12x12 or we will have Code Red's available for \$2.00. We will also have Glow sticks available for \$1.00.

### ■ Grenades:

We will be allowing cool smoke grenades on designated fields **BUT** they must be pre-approved prior to the usages. Thunder B's will be allowed but just as a distraction device. any other type of grenade **WILL NOT** be allowed.

### ■ Point System:

Each squad will be graded on their performance.

This will be addressed further at the briefing taking place on Friday Nov 30<sup>th</sup>.

### ■ Re-Spawn Cards:

Each player will receive their own Re-Spawn Card that they are responsible for.

Not only does this card offer 4 re-spawns per each mission it also has a point value assigned to it.

So during any mission when you are hit you are to raise your red flag/red glow stick and head to the re-spawn location. (Prior to each mission the players will be notified of the re-spawn location.)

Once there your card is punched and you are able to re-enter the game.

❖ If a player loses their re-spawn card the squad they are assigned too will receive a 2 point deduction on all re-spawns from that player which is a negative 72 points.

The player will have to get another re-spawn card before continue playing.

## ■ Uniforms / Gear:

- ❖ Does not Matter what color Camo you wear for this Operation Just has to be a military color uniform
- ❖ No Civilian Clothes will be allowed unless you are one of our OPFOR Players or a civilian Player

## ■ Miscellaneous:

- ❖ NO Camp Fires or any Open fires are allowed.
- ❖ No Alcohol
- ❖ Barbeque will be allowed but must be propane **NO** Briskets/Charcoal.
- ❖ All Players are required to check –in Friday Nov 30<sup>th</sup> at 1800hr.  
Players may camp this night as well as Saturday night at **NO** charge.  
**We are NOT providing any type of sleeping gear or tents**
- ❖ There will be a First Aid Station on Site.  
Medical Services is within 10 minutes of the field.
- ❖ It is suggested to have spare batteries for your weapons. We will provide power outlets for players to charge their batteries with their own chargers but keep in mind that there will not be enough time between the missions to charge the batteries.  
It is also suggested to have a back-up weapon.
- ❖ Please review the packing list - keep in mind the items that have a \* next to them are the only **mandatory** items required everything else is suggested/optional.
- ❖ All players will need to have a waiver filled out for this op. You can download the waiver from the website. We will have an additional form to be completed on Friday for those that are minors and the parent/guardian is not staying overnight. If you have any type of a medical condition please advise us of your situation and have all medication on hand.
- ❖ We are not responsible for lost or stolen items and we suggest that you place your name on all of your gear. Keep anything loose in your car.
- ❖ It's a good idea to hydrate well a day or two before coming to this event.
- ❖ Whining and sniveling . . . strictly prohibited . . .