



**2016**



# Operation Blind Nightmare

They came from the North..... Hulking, brutish and vicious!  
Bent on taking everything they wanted and when taking it was not possible,  
destroying it so nobody else could have it.  
Making use of the currents of the sea and the trade winds they landed on the  
north coast called Noordkant by the indigenous inhabitants.  
Not much is known of them. Only that they call themselves “The Hyenas”.

Many have tried to stop them from moving more land inward and taking more  
of what was considered the common treasure of the people, and all of them  
have failed. Perished against the sheer aggressive and stalwart nature of the  
invader.

Things have never looked so bleak.....

“They don’t look that though.....” Eugenio said “Not though at all!”  
But in his hart he knew they had their work cut out for them. He had heard the  
stories of how scores of attackers had failed to take back that barren and dry  
piece of land from The Hyenas.  
“What if we lay down some nice hail of fire? We do have superior firepower!”  
His loyal Second in Command uttered. But Eugenio knew that that would only  
give them an hour of fighting chance....He’d heard the stories on how the  
opponent could take a beating, turn around and keep coming.

But The Lions were known for taking on the most desperate of missions and  
bringing them to a good end.  
Guys from all over the world they were; some mercenaries, some ex-military  
and some even adventurers. But each with the conviction to not back down  
from a fight.

In his heart, Eugenio was happy the Peacekeepers were keeping a close eye on  
every movement. And if need be, come down with harsh retribution on both  
sides if push would come to shove.

He had made his mind. “Let’s take them, Lions!” He said. “Let’s make good on  
that King of the animals adage!”

## Date

November 11, 12 & 13

## Location

Landhuis Noordkant

## Operation schedule

September 30	15:00 - 21:00	Sign In
October 1	<b><i>Censored</i></b>	
October 2	12:00 - 14:00	Closing ceremony

## Sign in checklist

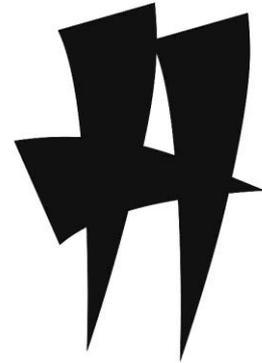
Be sure to bring these key items with you to the sign-in desk

- Valid ID
- Receipt of paid registration fee
- ***Bring the signed waiver with you. (See last page)***

If you are under 18, make sure to have your guardian sign the waiver. On the field, you will be treated just like anyone else, like an adult.

# Teams

Name: The Hyenas  
Color: Red  
Bases: Camp Fisi



Name: The Lions  
Color: Green  
Base: Camp Simba



# Equipment Checklist

We've compiled this list to help attendees. Please note some items are optional, but the more you are ready the more comfortable your experience will be.

#1: Be ready to have fun. Rest well the night(s) before. BE ON TIME!

## **Clothing Checklist**

- 0 Uniform/battle suit
- 0 Hat/Head cover
- 0 Combat boots
- 0 Belt
- 0 Gloves (Recommended)
- 0 Knee and elbow pads (Recommended)
- 0 Neck scarves/protectors
- 0 Eye Protection/Paintball Mask (ANSI-rated or better. Full face cover recommended)

## **Field Gear Checklist**

- 0 Watch (IMPORTANT!)
- 0 Tac Vest
- 0 Camelback hydration system (preferred), or water.
- 0 Radios with fresh batteries (if your unit is using radios)
- 0 Spare batteries for all electronics (radios, flashlights, red dots, etc)
- 0 1st Aid kit
- 0 Compass/GPS enabled smartphone
- 0 Snack / Food / MRE for 3 days and 2 nights

## **Weapons & Ammo**

- 0 Primary replica (AEG/GBB/HPA)
- 0 Secondary replica (Recommended)
- 0 Magazines for your replica
- 0 Sidearm
- 0 Magazines for sidearm
- 0 Scopes, red dots, etc.
- 0 Weapon Sling
- 0 Holster for sidearm
- 0 Biodegradable BB's of your desired weight

- 0 BB loader(s)
- 0 Batteries for all your replicas
- 0 Spare Batteries for all your replicas
- 0 Battery charger
- 0 Battery connector adaptors
- 0 Gas for guns (if GBB/HPA)
- 0 Gun maintenance kit (tools, silicone spray, cleaning rod, etc)

**Drones are allowed!!** *(All captured footage must be shared with the organization. Of course, we will **always** observe due credit to the owner of footage/material)*

- 0 Drones may **NOT** be shot on
- 0 Drones **MUST** maintain a minimum altitude of 40 meters

# GENERAL RULES

In case a situation is not covered by these rules, the usual CAA rules and regulations apply

## CONDUCT

- Airsoft is a game of HONOR. Please call YOUR OWN hits!
- Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- Do not assume opposing players are cheating. Give them the benefit of the doubt
- 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.
- 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.
- Subordinate players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer. Rank is a tool to provide structure for an enjoyable game. Ranking officers should always remember this is just a game.
- Foul language will **not** be tolerated
- Bending of the rules **will be sanctioned**
- Failure in obeying a direct order of **Marshall/Officials/UN Command** will result in ejection from the game.

## SAFE PLAY

- Eye protection must be worn at all times in a playing area.
- If a player loses their eye protection or has a medical emergency, they should immediately call "Blind Man." Field Refs or Game Staff should be contacted immediately to pause the immediate area of the game until the affected player pronounces "All Clear", at which point supervisors will signal the game to continue. In the absence of game supervisors, nearby players should wave their red rags in the air to indicate a blind man call. Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."

- NO blind firing. You must be able to see along the barrel of the gun you are firing with your own (no using mirrors or devices to shoot around obstacles).
- At NO time should any player ever hit another player from an opposing team with his own body or in anger
- Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range
- When possible aim for the plates or padded areas of your opponent
- Do not, on whatever grounds, put yourself or your teammates in danger

## EVENT OFFICIAL ROLES

- **UN Command:** The UN Command will be the entity observing the overall course of the operation and keeping count of the points garnered. UN Command will also be the entity issuing covert missions to both sides.
- **Marshall & Officials:** A UN Command staff member that is embedded in the play field that will be observing and enforcing compliance with game rules of all the players of both faction. **All players, including the faction Commander must comply with Marshall and Officials rulings. Marshalls and Officials may engage a player not abiding by the rules** (Yes, they may shoot at you)
- **Commander:** The overall leader of a faction who will issue orders and assign tactical goals and missions. Commanders will be the ones getting the assignment and mission information from UN Command.
- Only **Commanders** and sub-commanders will have the authority to put in claims and complaints during game.

## BB HITS

- Body & clothing hits count. As do gun hits.
- Friendly fire counts (*Yes it sucks but you're hit*)
- When hit players should immediately:  
Call "Hit!" and wave their dead rag. Player can then choose to attract the attention of their MEDIC by shouting "Medic!".  
This is the BLEED OUT where a player can be medicated so the player can be in play again. If the BLEED OUT period is over then player should seek cover while waving his/her red rag. When out of the line of fire, wave your red rag above your head vigorously.  
*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 primary signal of being hit.*

## **BLEED OUT**

- After waiving your dead rag, sit or lay down in the field for a 3-minute BLEED OUT period simulating a **critically wounded** soldier. A **critically wounded** may not stand. They must sit down or take a knee. **Critically wounded** players may either yell to be medicated by their Medic or wait for the BLEED OUT period to be over and be KIA.

## **KIA (KILLED IN ACTION)**

After 3-minutes (without being medicated) a **critically wounded** player becomes KIA.

- KIA players will assume a non-combative posture and quickly remove themselves from any direct fire proceed in the most direct route to their team's RESPAWN.
  - Players should put a red rag on their head and tuck it into their goggle strap.
  - Players should sling or stow their weapons

## **RESPAWN**

- Players must wait a minimum of 1-minute at their SPAWNPOINT before returning to play.
- Player may not use SPAWNPOINT areas for cover
- Players may not engage in combat while at their SPAWNPOINT
- Players may NOT carry mission materials/scenario items or items not attached to their body or gear into their SPAWN; those items must be left in the field.
- Each player will get 5 kill cards. Every time he/she respawn at their SPAWNPOINT the player must surrender one kill card. After all kill cards have been surrendered, the player MUST respawn at base camp and get 5 new kill cards.

## GRENADES and RPGs

Grenades are problematic weapons in airsoft; players must exercise both caution and patience. Be prepared to remind/educate your target of grenade rules

- Hand grenades **must** expel a gas or BB to have effect
- Hand Grenades used outdoors have a 5 meter area effect, so that any players within 5 meters of an exploding grenade are considered automatically hit.
- Players with hard cover between them and the detonated grenade are protected from the blast
- Grenades must be tossed under handed
- Players must loudly yell "Grenade!" prior to tossing their hand grenade, to reduce the chance of enemy players getting hit in the face by a thrown grenade

## CLAYMORES AND MINES

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

## MELEE WEAPONS

In keeping with the theme, rubber knives and foam knives are allowed, but only by mature (16+) players.

- A hit by a Melee weapon will be treated as a BB hit and leaves the victim **DEAD**. That player MUST then respawn at their base camp.
- Players may not aim for the face
- Players may not stab with or throw rubber knives
- Melee weapons may not be swung with full force
- Riot shields are NOT allowed

## PROHIBITED ITEMS

- Pea grenades or other pyrotechnics/fireworks
- All smoke devices must be checked with field staff at Sign In. Only smoke devices allowed on the field will be those that can be specially ordered through Lone Wolf Airsoft. They can be picked up at Sign In, before the event.
- Velocity reducing flash-hider to lower FPS
- Plastic BBs (Staff can & will randomly spot check players mags)

## SPECIALS WEAPONS, HEAVY WEAPONS, PROPS

- Players wishing to use heavy weapons (heavy MG, rocket launchers etc.), props or other unusual airsoft weapons, should contact the organizing committee for approval. Everything not covered above is in principle ***not allowed***. When in doubt, *please ask!*

## CHRONO

- Any un-tagged gun found in the game is grounds for immediate disciplinary action. It is the player's responsibility to make sure his/her gun is properly inspected and tagged before the game.
- Players must report to the chrono station with an EMPTY magazine. The Staff Member will insert the testing BBs into your mag.
- Weapons will be chronographed using the staff's 0.20g BB's (HPA with 0.30g BB's)
  - \* OK < 450 fps (Max 1.85 Joule)
  - \* Bolt action/ Fixed in single fire only replica's 450-600 fps (Max 3.33 Joule)
- All weapons are subject to staff spot checks throughout the event.
- Velocity reducer flash-hiders are NOT allowed because they are not reliable

## FACE PROTECTION

Face Protection is REQUIRED for all players under 18 years old

- Minors must wear a hard type full or half-face mask
  - Paintball Mask
  - Metal Mesh
  - Plastic (Save Phace, Cactus Hobby, Sensei, etc.)
- Face protection highly recommended for adult players

## EYE PROTECTION

ANSI Z87.1 rated eyewear or better is required to be worn by ALL players.

- Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.

- \*Shooting glasses without a conforming seal will NOT be allowed
- Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- Players wearing mesh goggles must wear a secondary solid plastic lens type goggle under it to protect the player from BB shrapnel.
  - \* Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits.
- Eye protection may be checked as part of inspection during sign in. If your eye protection does not meet the above standards, you will not be allowed to play until you buy or rent appropriate eye and face protection from the field's pro shop.

## HYDRATION and RATIONS

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

- A portable water storage device such as a camelback or canteen is advisable to be carried by all players
- Each base is entitled to a 1000 liter container of drinking water.
- Players should bring snacks or small meals with their gear and should eat in the field when opportunity permits (i.e. While waiting for the next mission or re-spawn)

## SPECIAL REQUIREMENTS

- **THIS IS A NATURE AREA, SO ALL PLAYERS MUST USE BIODEGRADABLE BB'S!**

Don't be immature and use plastics in a place we all would like our kids and grand kids to play in some day. Biodegradable BB's will be supplied at competitive prices by Lone Wolf Airsoft at their field shop.

- **NO LITTERING!** There will be bins at each base camp. Please, don't be an immature jerk and litter/leave your trash all over the place! If caught littering, your team **will incur penalties.**



# CONSENT FORM/WAIVER

I have read and understood the rules and regulations regarding the airsoft event Operation Blind Nightmare on November 11, 12 and 13 2016 organized by Renegade Airsoft Team, which will be held at Landhuis Noordkant, Curacao.

I understand that as airsoft is a sport/game and as such participating at this event will place me in a game/sport situation. By signing this form, I acknowledge and agree to participate at this event at my own risk and my own responsibility. I shall at all times indemnify the organization, sponsors or other persons involved in the organization and/or execution of this event and hold them harmless against any liability in connection with claims by third parties resulting from my failure to comply with this condition.

In case an under aged person is participating in this event, this form needs to be signed by his/her parents or legal guardians, who by undersigning this form declares that they acknowledge and agree that participating at this event will be at their own risk and their own responsibility. They also shall at all times indemnify the organization, its sponsors, or other persons involved in the organization and/or execution of this event and hold them harmless against any liability in connection with claims by third parties resulting from their failure to comply with this condition.

## **Consent participant**

Full name: \_\_\_\_\_ Date: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Signature: \_\_\_\_\_

## **Consent Parent/Guardian (underage participants)**

Name Parent/Guardian: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Signature: \_\_\_\_\_