

QUICK REFERENCE SHEET 1

PRINT THIS PAGE AND KEEP IT WITH YOU DURING THE GAME

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 the body of enemy COs. NOTE: Only Sample Collectors may touch stamp box

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 Triage and communicating with your Command, NOT squad tactics
- No alliances or non-aggression agreements between factions or Tribals
- Body, weapon or gear hits count
- Friendly fire counts
- Don't shoot anybody closer than 15ft (that's the length of an SUV) outdoors
- Inside multi-level structures, do NOT shoot anybody directly above or below you.
- When hit, first 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, it's your main respawn.
- Act like an adult and you will be treated like an adult
- **Don't act like a douche**
- **Have fun**

GEAR REQUIREMENTS

FPS limits will be strictly enforced with spot checks

- 400fps w/ .25g BB limit for semi and full-auto guns
- 500fps w/ .25g BB limit for bolt-action rifles
- 30rps maximum ROF for all guns

SUNDAY ZOMBIE SCENARIO RESTRICTIONS

- 333fps w/ .25g BB
- Semi-Only
- Pistols, shotguns, springers, and AEPs only.
- HPA rifles prohibited.
- Bio-BB's ONLY
- Barrel Condom/Blockers for all rifles (socks and gloves are not sufficient)
- P-Stars and HPA powered guns must have external TOURNAMENT locks that cover their adjustment valve and are zip-tied. Tamper tape or zip-ties through regulators will no longer be accepted. i.e. <https://tinyurl.com/hpalocks>
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection

- All players must wear face protection: cloth, mesh, neoprene, or plastic
- All players must wear **ear protection**: cloth, hats, helmets, goggle straps, or mesh
- Red "dead" rag
- Nametape or duct tape with your name/callsign on your vest or helmet
- >2 quarts water/hydration
- Field rations (bring your own food)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece• FRS/GMRS radios (for emergency signaling as well as in-game communications)
- 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 Evoke Receipt or Order Confirmation Email
- Filled out and print copy of EMR/Evoke waiver

<https://tinyurl.com/emrwaiver2018>

QUICK REFERENCE SHEET 2

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Re-spawn Rules

- **Faction Player:** Return to primary or secondary spawn locations and respawn on the 10s of the hour (eg. 2:00, 2:10, 2:20, etc.). Or wait with your faction's Triage to respawn as directed by Embed.
- **Embed/CO:** 5 min bleedout and return to game
- **Tribal Player:** 5 min bleedout. Re-spawn out of sight of faction players and yell "Tribal Respawn"

Game Radio Channels (Unused channels are intentional gaps to avoid signal interference)

EMR Only:	1
Staff/Tribals	Primary 19 , secondary 20, 21, 22
Black Shirts	Primary 3 ; Secondary 4,5
Green Army	Primary 7 ; Secondary 8,9
Taskforce	Primary 11 ; Secondary 12,13
Deus X	Primary 15 ; Secondary 16,17

VHF Frequency Chart

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

Operation Schedule

FRIDAY

17:00-20:00 Early chrono and registration

SAT 22 OPBB

08:00-09:30 Chrono/Sign In
 09:30-10:00 Group Photo and Briefing
 10:00-11:00 Deployment and Faction Briefing
 11:00-17:00 Game On
 17:30-18:00 Raffle

SUN 23 Bonus Games

09:00-09:45 Chrono and Wristband check
 09:45-10:00 Briefing
 10:00-11:30 OP: Dead Blood (see Special Weapon Restrictions)
 12:00-14:00 Skirmish games (regualr weapons)

ABOUT

Evike.com is coming to the East Coast to hold their annual customer appreciation game, co-produced by Moondog Industries and EMR. A portion of the event proceeds will be donated to the JDRF (Juvenile Diabetes Research Foundation).

INTEL

In the aftermath of an outbreak of Ebola, a 1/3 of Congo's population is dead and the country is in open civil war. The CDC (U.S. Centers for Disease Control) has put out a bounty for fresh virus samples from the affected regions to try and isolate the new Ebola strain. The country is split into 4 warring factions. Each faction has sent armed medical teams into the hot zone to find the most viral samples. For update INTEL briefings, go to our Facebook page

<https://www.facebook.com/events/176114179656848/>

LOCATION

EMR Event Park
577 Wolf's Lair Road
New Milford, PA 18834
570.465.9622
operations@emrpaintball.com

ADMISSION

\$50/per player

13yrs or older unless accompanied by a paid Adult (photo ID proof of age required)

Tickets will NOT be sold at the field. All tickets must be pre-purchased through Evike

<http://www.evike.com> Ticket cancelation/return deadline: June 15, 2019

OVERNIGHT CAMPING

Bunk houses and Camping Sites through EMR. Be aware of all EMR regulations and deposit requirements. Reserve online <http://emrpaintball.com/lodging>

AIR FILLS

The EMR is a full-service field and offers free air fills for OPBB players running P* and HPA powered guns. Tournament locks on regulators required. <https://tinyurl.com/hpalocks>

FOOD VENDORS

Smok'n Jay's BBQ will be offering delicious meals for sale, Friday, Saturday and Sunday, including hot breakfast, lunch and dinners (reserve your game day breakfast on Friday night)

GEAR VENDORS

Jakal Airsoft will be offering airsoft guns and tactical gear for sale as well as BBs and green gas.

PLAYER FACTIONS

Uniform requirements will be strictly enforced. Team uniforms are defined by color and pattern. Players may generally wear any color/camo vest, helmet or harness but Black Shirts should avoid wearing green and Green's Army should avoid wearing black.

The Black Shirts

Uniform: Black tops with any color/pattern pants
Background: Internal Security forces for former President Mobutu
Facebook: <https://www.facebook.com/groups/OPBBBlackShirts>

Green's Army

Uniform: Any green camo or solid green uniform with matching camo pants
Background: Troops of the Congo Defense Forces loyal to General Green and the Private Security Forces of the Minister of Finance
Facebook: <https://www.facebook.com/groups/OPBBGreens>

Marxist Taskforce

Uniform: Solid tan or any desert camo including UCP/ACU (no 'Transitional' camo types ie. Multicam)
Background: Marxist guerrillas and "troops from socialist members of the African Union
Facebook: <https://www.facebook.com/groups/OPBBMarxists>

Deus X

Uniform: Matching transitional camo tops and pants: Multicam, Kryptek Mandrake or ATACs-fg tops. No solid tan tops/sleeves.
Background: Armed militia of a Congolese Christian sect
Facebook: <https://www.facebook.com/groups/OPBBDeusX>

Tribal Militia (NPC team)

Uniform: Civilian plaid, sports team jersey or Hawaiian printed shirts (except red, orange or yellow) with any type pants
Background: Farmers, deserters and regional militias defending their villages from potentially infected outsiders.
This is an INVITE only OPFOR team.
Facebook <https://www.facebook.com/groups/OPBBTribal>

ONLINE EVENT INFO

For all game play and pre-registration information /inquires please contact badbloodstaff@groups.facebook.com or post on our Facebook page:
<https://www.facebook.com/events/1924806241159023/>

EQUIPMENT CHECKLIST

Players must bring all of these required items to sign-in. Players lacking any item or wearing incorrect camo pattern will NOT be allowed to play. **No exceptions.** If available, missing items may be purchased from on-site vendors.

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

- 400fps w/ .25g BB limit for semi-automatic and full-auto guns
- 500fps w/ .25g BB limit for bolt-action rifles
- 30rps maximum ROF for all guns
- Bio-BB's ONLY
- P-Stars and HPA powered guns must have external TOURNAMENT locks that cover their adjustment valve and are zip-tied. Tamper tape or zip-ties through regulator holes will no longer be accepted. i.e. <https://tinyurl.com/hpalocks>

Sunday Zombie Game (FPS limit and gun restrictions for zombie game only)

- *333fps w/ .25g BB. Semi-Only.*
- *Pistols, shotguns, springers rifles, and AEPs only.*
- *HPA rifles prohibited*
- *No unconventional runs or melee weapons*
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection
- All players must wear face protection: cloth, mesh, neoprene, or plastic
- All players must wear ear protection: cloth, hats, helmets, goggle straps, or mesh
- Barrel Condom/Blockers for all rifles (socks and gloves are not sufficient)
- Red "dead" rag
- Nametape or duct tape with your name/callsign on your vest or helmet
- >2 quarts water/hydration
- Field rations (bring your own food)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece
- 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
- <https://tinyurl.com/emrwaiver2018>
- FRS/GMRS radios (for emergency signaling)
- No player will be allowed on field without an OPBB wristband (issued at sign-in)

SMOKE MARKERS/GRENADES

Only Sport Smoke® brand markers may be used during the game. Markers may NOT be used inside buildings

PROHIBITED ITEMS

- Pyrotechnic grenades
- Pea grenades
- "Bullet Proof" shields
- Airsoft Innovations 40Mike shells

GENERAL RULES

1. CONDUCT

- 1.1. Airsoft is a game of HONOR. Please call YOUR hits!
- 1.2. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- 1.3. Do not assume opposing players are cheating. Give them the benefit of the doubt
- 1.4. 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.
- 1.5. 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.
- 1.6. Players who sexually or physically threaten other players will be ejected from the game without refund and barred from future events.
- 1.7. Subordinate players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer.
- 1.8. Rank is a tool to provide structure for an enjoyable game. Ranking players should recognize Op: Bad Blood is just a GAME. Have fun.

2. SAFE PLAY

- 2.1. "Cease Fire" announced by game staff is an order for an immediate end of play. "Cease Fire" should NOT be called by players unless it is a dire emergency. Please contact field or Embed if there is an emergency situation during the game.
 - a. Instructions will be announced via radio and all channels should be kept clear
 - b. Orders to resume play will be announced by radio
- 2.2. If a player has a safety emergency or injury, nearby players should wave their red rags, shout "Blind Man!" and radio for a Field Ref or an Embed.
 - a. Nearby Field Refs or EMBED should be called to pause the action around the immediate area of the player and radio the field office to evacuate the player.
 - b. Once the player has been evacuated, STAFF will call "All Clear" and resume play
- 2.3. Eye protection (See 18.0) must be worn at all times while in a playing area. If a player loses their eye protection they should immediately call "Blind Man."
 - a. Nearby Field Refs or EMBED should be called to pause the action around the immediate area of the player.
 - b. In the absence of game STAFF, nearby players should wave their red rags in the air and call out "Blind Man". Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."
- 2.4. NO blind firing. You must be able to see along the barrel of the gun you are firing. Mirrors or similar devices to shoot around corners may not be used.
- 2.5. At NO time should any player ever touch another player from an opposing team with his own body or any handheld object except an approved foam/rubber mock weapon. Never intentionally injure or hurt another player.
- 2.6. Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range

3. AGE RESTRICTION

- 3.1. Players under 13 must be supervised at all times by an adult guardian, who is also a paid player at the event.
 - a. If a minor is KIA, their guardian should call themselves Out and accompany their child to respawn.
 - b. If a guardian is KIA their child should call themselves Out and accompany their guardian to respawn.
 - c. 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.

4. RANKS and ROLES

- 4.1. Embedded Referee (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their special duties:
 - a. 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.
 - b. Monitor their faction's mobile re-spawn point "The Triage" (see RESPAWN)
- 4.2. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions
- 4.3. Sample Collection Specialist (COLLECTOR): Carries their faction's sample collection kit and is the only player allowed to collect blood sample imprints

5. COMBAT UNITS

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.

- 5.1. Factions will form 3-5 fighting companies, lead by the CO, XO or LT's
 - a. Each company will be mission focused (e.g. Recon, CO defense, reserves, etc.)
 - b. Each company will consist of 3-4 platoons (e.g. Vanguard, pickets, rear guard)
- 5.2. 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
- 5.3. If a player loses contact with their unit they may use their radios
 - a. If a player can not communicate with their unit then they must seek the nearest field REF or EMBED for assistance.

6. STAMPS

The main objective of the game is for a faction to secure Ebola blood samples (rubber stamp impressions) in their Collector's sample kits.

- 6.1. There are up to 10 different stamps to be found
 - a. The first team to collect all 10 wins
 - b. If no team collects all 10, then the team with the most wins
- 6.2. Ebola Samples are located in 4 tethered storage boxes hidden in areas controlled by the Tribal Militia
- 6.3. 4 bonus stamps are in the possession of each faction CO
 - a. CO's must be bleeding out and reached before he dies and respawns (5 min) to get a stamp imprint
- 6.4. Collectors are the ONLY players that may handle the Ebola box and stamp.
- 6.5. Ebola samples may NOT be moved or untied. The Collector must go to the stamp.
- 6.6. Once a stamp imprint is made, the stamp must be returned to its original state.

7. HIT RULES

OPBB hit rules are simplified to be easy to remember by all player levels

- 7.1. Body, clothing, gun and gear hits count
- 7.2. Players may call themselves “out” and effectively be ‘hit’ to take a break
- 7.3. Friendly fire counts (yes it sucks but you’re hit, there are no do-overs)
- 7.4. Ricochets count (because ricochets can kill you in real life)
- 7.5. When hit by gun/rocket/grenade/mine, or otherwise wounded/removed from combat, players should do the following:
 - a. Immediately seek cover
 - b. Loudly call out, “Hit!”
 - 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.
 - If you continue to be fired upon- don’t get angry, GET BEHIND COVER.
 - Red ball-caps are not acceptable substitutes for red rags.

8. DEAD TIME / KIA

After waiving your dead rag, assume a non-combative posture and quickly return to your Triage or Spawn

- 8.1. Live players may not use dead players as cover or mix-in with dead as decoys
- 8.2. Do not linger to observe the game. Red-ragged players standing around ruins the immersive role-playing feel of the game.
- 8.3. Dead players may not perform scouting or other active duties while returning to their Embed/Triage (see Re-spawn)
- 8.4. Players may radio their leadership for directions to their Triage (see 8.2)
- 8.5. Dead players may NOT communicate INTEL until they reach their spawn or Triage
 - a. Dead players may ask live players for directions to their Embed or team
- 8.6. If you cannot find your team or Embed, seek help from the nearest Field Staff member or enemy Embed.

9. RESPAWN and TRIAGE

- 9.1. Factions have two stationary spawn locations
 - a. Players will spawn every 10 minutes on the clock (eg. 11:00, 11:10, 11:20, etc.)
 - b. While waiting at spawn, players should make radio contact with their leadership and make plans to rejoin their combat unit
- 9.2. Your mobile spawn called the “TRIAGE” .
 - a. Embeds will oversee your faction’s TRIAGE
 - b. Dead players will form up around a player holding the Triage marker (ie. Flag)
 - c. Triage players will wear their red rags visibly on their heads while in the Triage
 - d. The Triage will stay well away from their faction’s frontline and will follow their Embed at a discrete distance
 - e. Triage players CAN NOT WARN team mates of enemy flank/sneak attacks
- 9.3. Players must wait for the Field Ref to give the respawn order.
 - a. Embed will signal a respawn every 10 minutes
 - b. Players will return their red rag to their pocket/pouch and return to play

10. RESPAWN CAMPING

- 10.1. Players may not “Camp” an enemy spawn or Triage. Players may not fire upon enemy players within 100ft of their fixed Spawn point.
 - a. Respawning players should be given a fair amount of time to seek cover
- 10.2. Players and may NOT follow Tribals or enemy Triages with the intent of attacking players immediately after they respawn.

11. EMBED RESPAWN

- 11.1. 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 Triage.

12. TRIBAL RESPAWN

- 12.1. Tribal Militia players will wait a 3-5 minute bleedout time in the field where they were hit and wear their red rag on their head.
- 12.2. After bleedout, the Tribal player will loudly announce “Tribal Respawn” and retreat away from live players and seek a safe place AWAY from sight of factions.
 - a. When a safe and fair distance, the Tribal players will secure their red rag and return to play.
 - b. Tribal players should exercise fair-play and good judgment when respawning and may NOT engage in ‘revenge’ respawns.
 - c. Tribal Sample Guards must wait until faction players leave the sample box before they may respawn (Sample Guards may NOT leave the box unsupervised.)
 - d. Tribal Sample Guards may temporarily aid a faction that has obtained their sample, if this allows that faction to move away from the sample.

13. GRENADES

Grenades are problematic weapons in airsoft, players must exercise both caution and patience. If possible get an Embed to officiate your grenade attack. Be prepared to patiently remind/educate your target of grenade rules

- 13.1. Hand Grenades must expel a gas or BBs when 'detonated'
 - a. Grenades that fail to go off, are duds and do NOT have an area effect
- 13.2. Electric grenades 'siren' are distraction devices
- 13.3. Hand Grenades used outdoors have a 15ft blast radius
 - a. Any player within 15ft of an exploding grenade are considered automatically hit
- 13.4. Players with hard, body sized cover between them and the detonated grenade are protected from the blast
- 13.5. Hand Grenades must be tossed under-handed
- 13.6. 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
- 13.7. RPG/BB Shower shells will be treated as BB shotguns outdoors
- 13.8. Nerf or BB Shower shells fired at a structure wall/hard-cover will be treated as a hand grenade going off on the other side of the wall with a 15ft area of effect

14. CLAYMORES AND MINES

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

15. TRIBAL BOOBY TRAPS

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

16. CHRONO

- 16.1. Secret staff members will randomly spot check players throughout the event
- 16.2. 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.
- 16.3. Players must report to the chrono station with a FULL magazine for each rifle or SMG. Staff member will top off your mag with our testing BBs.
- 16.4. Pistols and multi-shot shotguns will NOT be chrono'd
- 16.5. All auto and semi-auto weapons will be chronographed using the staff's 0.25g BB's
 - OK < 380 fps
 - Caution 380-400 fps
 - NO GO > 401 fps
- 16.6. Sniper weapons must be bolt-action (require a physical reload/charging action in order to fire the next shot).
 - OK < 450 fps
 - Caution 450 - 500 fps
 - NO GO > 501 fps
- 16.7. All weapons are subject to staff spot checks throughout the event.
- 16.8. Velocity reducer flash-hiders are NOT allowed—they do not work reliably
- 16.9. All full-auto weapons are limited to 30rps max rate-of-fire (ROF)

17. MINIMUM SAFETY DISTANCES

No player will shoot at another player closer than these distances due to risk of injury.

- 17.1. 15ft for all weapons firing at or below 400 fps
 - a. The length of a typical SUV is 15ft. Exercise good sportsmanship and move away to ≥ 20 ft and fire in semi.
 - b. If a player is inside a structure and can not move more than 15ft away to engage, the player may call Bang-Bang a maximum of 2 enemy players, but must call himself out.
- 17.2. 100 ft for all Sniper Rifles
 - a. Sniper Rifles should only be used at targets farther than typical AEG rifle range.

18. CASTLES/STRUCTURES

- 18.1. Full-auto is NOT allowed by any player inside a castle, fort, etc.
- 18.2. In multi-level structures, DO NOT fire at any player directly above or below your position because of increased eye and face injury

19. FACE AND EAR PROTECTION

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

20. EYE PROTECTION

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

- 20.1. Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.
 - a. Shooting glasses without a conformal seal will NOT be allowed
- 20.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- 20.3. Players wearing mesh goggle must wear a secondary solid plastic lens under the mesh it to protect the player from BB shrapnel.
- 20.4. 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 you own safety.

21. HYDRATION and RATIONS

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

- 21.1. A portable water storage device such as a camelback or canteen is mandatory gear carried by all players
- 21.2. Players should bring snacks or a small meal with their gear and should eat in the field. Do not litter!

22. And the most important rule of all: Have fun.

DEAD BLOOD

ZOMBIE MINI-GAME

This game has the challenge of limited fps, limited ammo capacity, limited firepower (semi-only) and increasing threats as the game progresses. For the safety and extra fun/challenge, gun types are restricted (see Equipment Requirements). This scenario plays more like the original Resident Evil video game, not the RE movies.

OBJECTIVE

Each team is issued 6 sample collectors. Be the first team that can collect all 4 stamps on a card.

PLAY RULES

Players who get shot, become wounded and eventually become zombies

1st hit = Must limp

2nd hit = Play one handed using weak hand (including reloading)

3rd hit = Dead

Players who get shot 3 times die and are "infected" by Z-virus. Players put away their guns and tie a red rag on their goggle strap and become ZOMBIES

Zombies who touch live players, "infect them" and immediately "Kill" them and turn them into zombies.

Zombies that get hit 3 times "go down" for a minimum of 30 seconds. Anytime after 30 seconds, they "reanimate" and return to stalking live players.

REQUIRED EQUIPMENT

- Dead rag
- Plate carrier, vest or under shirt padding is recommended due to repeated close distance hits

GUN 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 333fps**

To enhance the TERROR of the zombie threat, only these weapons are allowed:

- Pistols
- Shotguns
- Springer or bolt-action rifles
- AEPs and LPEGs
- GIM Rifles or SMGs
- Shower grenades and mines

PROHIBITED WEAPONS

- AEGs and HPA SMG/Rifles
- LMGs, SAWs and Mini-Guns
- Box magazines, drum magazines and other extended capacity magazines
- Melee weapons (this is not "The Walking Dead Blood" game)

NIGHT SKIRMISH

Thanks to the help of the community, volunteer game organizers will be offering night skirmish games on Saturday night. Due to the dangers of playing in low light, additional rules and safety gear is required. Players who wish to participate will meet with the Night Game Manager at a time and location to be announced at the end of OPBB.

REQUIRED EQUIPMENT

- Colored glo-stick or LED flare to be used as a “dead rag” for night
- Gun-mounted taclights are NOT required. But ALL PLAYERS MUST carry a working flashlight (or taclight) for emergency signaling and pathfinding
- FRS/GMRS radio or whistle for emergency signal