

# CRIMSON RAIN



# **REFORGER AIRSOFT 17<sup>TH</sup> -19<sup>TH</sup> MAY**

## **OPERATION CRIMSON RAIN**

Operation: Crimson Rain is NOT a Milsim or Battlesim as stated on the website, however will contain elements from the above.

Some rules will reflect aspects of a Milsim/Battlesim we've had extensive help from current service men to piece together a two-day event in which we hope you will enjoy.

We wish hope to bring the community together in a social manner not just in game but outside of the game zones.

### **Times**

We welcome everyone to join us from Friday 15:00 to Sunday 15:00

Friday will be purely setting up you're camping equipment and sign in. No Games.

Gates shut 10.30pm Friday evening and will re-open at 7.00am on Saturday.

Saturday gates will open at 7:00 am for sign in and set up.

The briefing will start at 10:00 am

First game 10:30 am

First-day Endex 17:30

Saturday Evening game will start at 21.30 and run till 23:30 "Optional"

Sunday games will continue from 9:00 am and Endex will be at 15:00

Reforger gates will officially close at 19:00 on Sunday

## **Food, Drink and Refreshments**

The food truck will be on site from 7am Saturday morning and will remain on site until the last game Sunday.

The food truck will be serving all their normal foods with additional extras and will be doing pre-order jacket potatoes with multiple fillings for dinner on Saturday evening. If you would like jacket potatoes for dinner on Saturday evening or during the day you MUST pre-order with these with them on Saturday morning. (As they take 2 hours to cook)

The food truck will also be offering Vegetarian/Vegan food but you must notify us (Reforger) of these dietary requirements or other requirements before Monday the 13<sup>th</sup> of May.

Everyone is welcome to bring whatever food, drink and refreshments they would like to along with them on this weekend.

If you are using a BBQ/Off the ground fire please refer to the BBQ/Fire section below.

There will not be fridges on site, so please bring your own cool boxes, if you are planning on bringing alcohol along, please be aware you might be asked to show a form of ID to prove your age. No alcohol is permitted or to be consumed in the game zone, Alcohol is only permitted in the safe zone and at your camp site.

Please note; Any player found too intoxicated and a risk to themselves and others will be asked to leave the game zone and or the site. You are responsible for knowing your own limits, we would like everyone to enjoy the social aspect of this weekend while still remaining safe and remembering that everyone's wellbeing is our top concern.

## **Fires and BBQ's**

All fires and BBQ's must be off the ground, we welcome players to bring BBQ's but there is a Strict no ground fires policy.

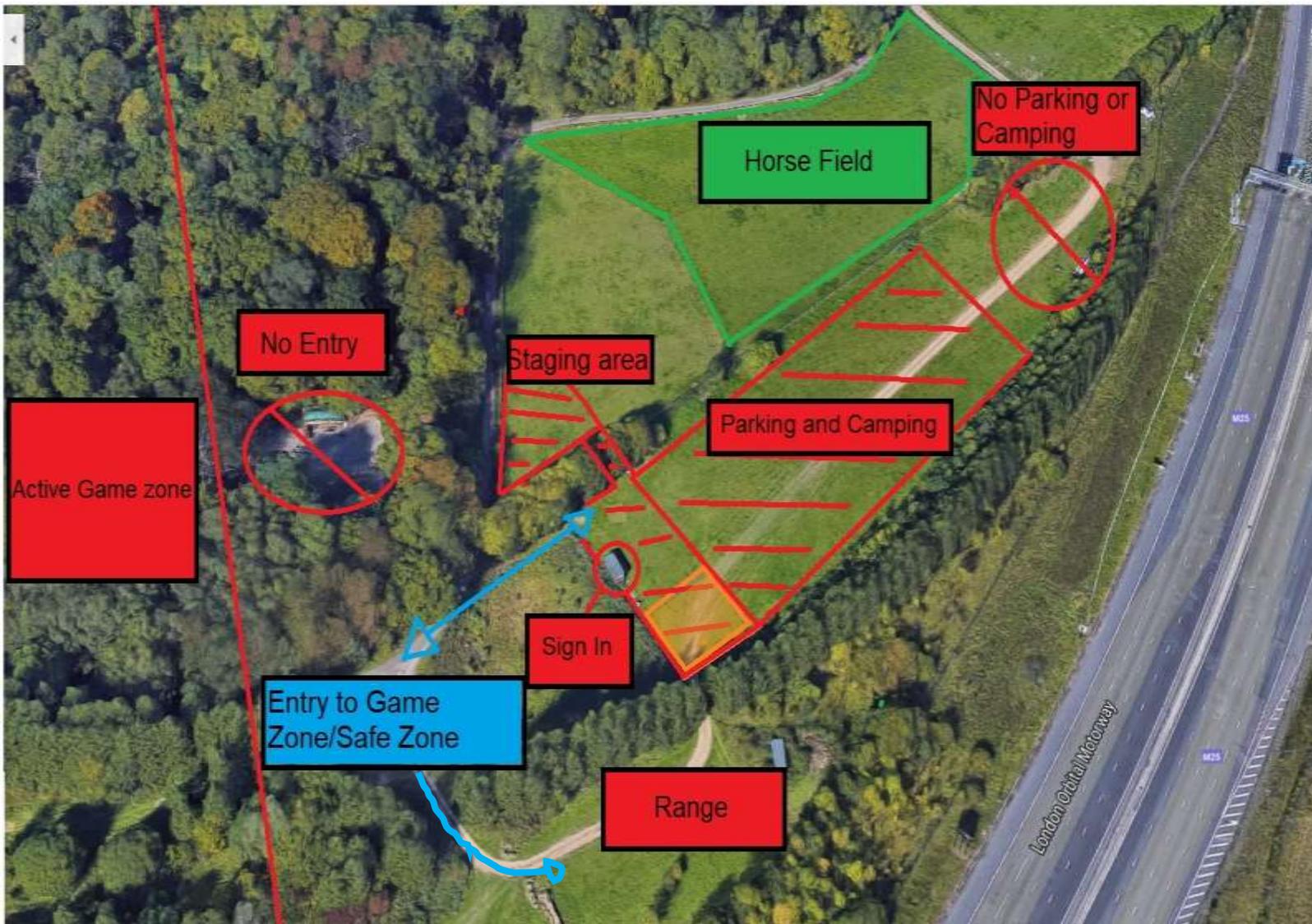
This is to protect the surrounding area's and our players from any harm and the wild life. Anyone found breaking these rules will be removed from site.

Please do not cut down or use trees or log from the site, there is a logging company who operate on site as well, please be respectful.

## **Toilets**

We will have some portaloo's on site in addition to our static/plumbed toilets, please be respectful and leave them clean after use. There will be designated male and female toilets, we ask that you use the correct toilets please. Men have the majority of these toilets so please do not use the Ladies.

# Safe zone & Parking



Above is a layout of the event layout, the **red hashed lines** are considered the **SAFE ZONE** areas **YOU MUST** have mags out and dry fired before entering.

The circles with lines through them are **no entry** and **no parking zones**, these are to protect other land user's property.

**The staging area and camping site** are considered safe zones, please remember you don't have to wear eye pro however we recommend keeping them on during game hours.

You will also be setting up camp next to your vehicles, If you wish to camp with friends, please let a marshal know so we can allocate them room. No camping will be done in the game zone.

## Sign in Cabin

This is where you will sign in, collect your team armband and is also where you can purchase your consumables throughout the whole weekend.

## Staging area

This is the tented area. You are welcome to use this zone for quick access to your refills on ammo / battery / gun changes etc.. instead of going all the way to your camp/car. This area will only be in use during the game time as and we ask you to collect and remove all items (cases and Bags) from here when games are not in play. Please remember this is an active safe zone at all times so you **MUST** dry fire/ clear RIFS before entering this zone. Eye protection is highly recommended in this area.

## Range

The range will be open at the following times

DATE	OPENS	SHUTS
Fri 17 <sup>th</sup>	<i>NOT OPEN ON FRIDAY</i>	
Sat 18 <sup>th</sup>	7:00am	6:00pm
Sunday 19 <sup>th</sup>	7:00am	3:00pm

## Entry to and from the game zones

Marked by a **Blue line** on the map this is the **ONLY** way to gain access to the field and range there is only one way in and one way out to the safe zone.

**If you are caught taking a short cut through the range or the back of the tents, you will be asked to leave the site. (NO EXCEPTIONS)**

This has been mapped out for everyone's best interest and Protection. Players will be allowed to leave the game zone at any time, we have created a system to prevent anyone from forgetting to remove mags or putting on their Eye protection etc. We will not tolerate dry firing in any of the safe zones!

## Orange zone

This zone is for staff only, it doubles up as our first aid quarters. This is where we prep games and camp.

## Wildlife onsite

Great Westwood (Reforger airsoft) is home to a huge amount of wildlife, Horses, Deer, pheasants and much, much more! Please respect the wildlife Under no circumstances should anyone be firing at or near the animals on site. The parking and camping areas are very close to the horse stables we ask you ***don't feed*** or bother the horses.

Great Westwood cross country has been kind enough to let us use the car park field providing we don't cause upset or distress to their horses. No dry firing or pyro is to be used outside the game zones. NO EXCEPTIONS

We also have Deer and other wildlife in the game zones, anyone caught shooting or intentionally harming wildlife will be removed with no refund.

# Access to Reforger airsoft



## MAIN RULES

We have a minimum age limit of 12. Anyone under 16 must be accompanied by one paying adult / guardian and must complete a consent form as well as a waiver.

Suitable eye protection must be worn at all times whilst in game. At no point can eye protection be removed other than in a designated safe area.

Everyone is responsible for their own and other players safety. If you see something dangerous or notice anything wrong on site with players or the wildlife, speak to a marshal immediately!

All weapons must be cleared and made safe (including magazines removed) before entering into any safe zone.

We will NOT be enforcing any BDU rules, each player is welcome to wear what they like, as you will be given your team armband upon sign in. You MUST wear your team armband at all time on your left arm.

Do not be an idiot and put your own or others safety at risk. There is a difference between general combat action, and stupidity e.g. trying to climb out of a building window/up a tree.

Be honest and honourable in all that you do. Strive to improve airsoft at all times through your actions. (Do not cheat or cheat call- Speak with a marshal)

FPS limits are set in stone and are non-negotiable (see the weapon and ammo rules section).

Any form of physical, mental or verbal violence is not tolerated, you will be told to leave.

If you like to get angry and shout at people or cause fights stay away from our events.

Cheat calling will not be tolerated.

Overkill will not be tolerated. When someone is hit and they indicate it, stop shooting at them. (Small bursts will let you hear when someone calls hit)

All shots should be aimed and intentional. Never blind fire!

Adequate footwear with ankle support must be worn at all times.

No drugs are allowed to be consumed during the event. Anyone found in possession or suspicion of being on drugs will be removed from site.

Only authorised pyrotechnics can be used. **Homemade pyrotechnics and IED's are not permitted.**

9mm - 12g mag flash Only.

Look out for each other. If you see someone (even an enemy) struggling for some reason e.g. dehydration, injury or medical conditions, do something about it.

There is no bang rule.

There are firing restrictions for firing certain weapons (see the weapon and ammo rules section).

Participants must sign in when entering the event.

All participants with medical conditions or medication must notify Avril upon sign in and must carry any medication they require with them in their top left pocket.

## **COMMON SENSE**

We operate a common sense rule which overrides all others. Ask yourself the following question

before actually doing something... What if this goes wrong?

If the answer 'possible injury' then you should NEVER undertake the action. Ultimately airsoft is a sport and it's not worth the risk. We all have families to go back home to, and no one really wants to wait in A&E for 8 hours.

## **DO**

- Be careful where you walk, crawl and run. Watch your steps and footing.
  - Look before you move into any cover.
  - Check the ground for danger before you lay prone.
- Look before you leap over something to make sure that there isn't a twenty-foot drop on the other side!
- Make sure that you have teammates about to help if you get into trouble (and take embarrassing videos to upload to YouTube).

## **DO NOT**

- Cross any event boundaries that have been put in place.
  - Climb on roofs or Climb up trees.
- Pick up anything you do not recognise or that looks suspicious. Report it to a marshal.
  - Climb out or enter windows.
  - Attempt anything remotely stupid, even (backflips off a wall etc.)
- Cross into off limits areas or out of bounds locations. There is a reason they are out of bounds.

# **REAL WORLD MEDICAL**

## **FIRST AIDERS**

There are first aid qualified staff at every event and a full medical action plan will have been completed. We also have numerous medical kits which can be **used if required**.

## **MINOR INJURY**

In the event of a minor injury (sprain, cut, abrasion etc.) you should speak to the Reforger staff or a nearby marshal and they will assist you. All minor injuries should be reported to staff ASAP.

## **SERIOUS INJURY**

In the event of a genuine, real world medical emergency the term 'NO DUFF, NO DUFF, NO DUFF' is used to stop all activities. It should be shouted as loud as possible by the participant who comes across the medical emergency, and repeated by those who hear it (Mexican wave effect)

The emergency should also be reported on the radio to your commander and any nearby marshals.

A marshal or staff member will move to the location ASAP and assess the situation. If medical attention is required then they will deal with it from there on. This includes transfer to designated hospitals etc. The event will completely stop until the emergency is dealt with.

All participants must apply safety catches, remove magazine, clear their weapons and stay in place until the incident is over.

The term 'GAME ON' will be used to inform all participants that the event has restarted following an incident.

## **PERSONAL MEDICATION**

If you have a medical condition or are required to carry medication on you MUST Notify Avril Upon Sign in, she will let all relevant member of staff know.  
Your medication must be kept in your top left pocket at all times. **This is your responsibility**

### **Fps Limits & Minimum Engagement Distance**

AEG - 360 fps (SMG - Pistols - Assault rifles - Shotguns) Regardless of propellant

LMG/HMG - 360fps

DMR/Semi only rifles - 450fps

Sniper rifles/Bolt action rifles - 500fps / 2.5 joules

\*\*DMR and Bolt Action Rifles MUST carry a secondary weapon  
Under 360 fps for close quarter engagements. \*\*

### **DMR/Bolt Action/TAG Launcher**

All have a 25 Meter MED - Minimum Engagement Distance - Meaning you cannot engage targets inside 25 Meters. You can, however, retreat to a safe distance and re-engage, or swap to your secondary for close range engagements.

### **Game lengths and breaks**

To maximize game times and get the most from the weekend we will be running all day games.

With this in mind, please bring a backpack or a system for you to carry water and additional ammo, there will be very short pit stops (2-5 minutes) in between game zones or objectives we plan to run objectives for 45 minutes – 1 hour each. This allows us to move teams and players to refill mags and consume some liquids without returning to the safe zone.

Reforger airsoft is over 170 arcs. You are welcome to return to the safe zone at any point for a break, when leaving a game zone please remove all mags and dry fire. Once you are ready to re-join the game please report to the sign in cabin and our staff will radio the team on the ground to find out where the game is taken place.

## Night fighting

Night fighting will be between 21:30 and 23:30 on Saturday evening, this is optional and isn't a requirement. However, if you wish to take part in our night games, we do advise flashlights or torches due to the terrain and risks involved.

No Strobe lights or red lasers.

We allow tracer bb's for night fighting.

We welcome players to use NVG's (night vision goggles) and Thermal optics. However, Reforger Airsoft does not take responsibility for any damage done to these including light damage. Please be aware Gen1 and Gen1\* and older NVGs may be damaged by bright lights and flares. **You bring out and use these belongings at your own risk.**

Only marshals will be allowed to use flares, unfortunately due to sound restrictions we aren't allowed to use Pyro after 7pm.

## Ammunition cap

Please understand that the below ammunition caps consist of both primary and secondary weapon systems (not pistols).

If you choose to carry a sniper rifle and an AEG or two AEG's you will have to split the capacity rules between both weapons.

Carrying two M4's/AEG's doesn't give you double the mags!

loose ammunition is allowed to be carried.

The limit of magazines an individual can carry is 9 Midcaps or 4 high caps at any one time.

The ammunition restrictions are 3000 rounds for a support gunner and 1200 rounds for all other participants.

We are not restricting how you carry additional ammunition but how much you can carry on your kit.

we welcome players to bring speed loaders and spare ammo due to the time spent on the field. There will be a short time to refill between games, however, if you haven't brought enough Ammo out with you and need to head up to re bomb you will miss the start of the next game. **(We will not be waiting for players to start these games and/or objectives)**

Assault rifles and other NON LMGs are not permitted to use Drum mags. Extended mags with higher capacity 600 rounds as an example are allowed but will take up 2 High Cap mag slots.

We welcome all players to carry as much pyro as you like. *(friction pyro can strike of each other so please have these secured and not thrown loose in a bag)*

You can carry a maximum of 4 pistol mags, this doesn't count towards the overall mag cap. Unless you are using a pistol in a carbine kit and or as a primary. Please refer to the mag cap above.

## **Being hit and respawns**

Calling a hit accrues when a bb hits you anywhere on your body or kit, Including backpacks. Anything you wear is part of your kit. Simply raise your hand and shout "Hit" take a knee or a dramatic death is always amusing! If you are being hit after calling it you might be in the middle of a firefight, keep your hand up and move to a safe location.

A weapon hit requires you to call "weapon hit!" to let the other party you're your weapon is hit. Your primary is now out of play you can only use your secondary/pistol. When your primary is disabled it won't be active until you return to your respawn or are revived by a team mate.

## Buddy system

Once you have been hit wait for a team mate to revive you. How this works is a team mate can put their hand on your shoulder for 30 seconds after that 30 seconds you can get back into the game and carry on. ( If you or your buddy is hit before the 30 seconds, you both are now dead and need to call for a new buddy to help)

## Bleeding out

Bleeding out occurs after 2 minutes, if a player can't get to you before then you will bleed out and return to your respawn.

## Dragging injured team mates

Dragging a team mate to cover is another option before providing medical aid.

Be aware you can't physically pick up team mates. Try to get their attention before trying to move them. This allows them time to prep before moving. **(You cannot drag a teammate unless they consent and are willing to let you, please ask!)**

## Issues with other players

If you find yourself having an issue with another player/s, Hit taking for example or other issues. Don't engage in an argument, call a marshal and get a description of the player and report them. We can't stress enough how one player can ruin a day.

If you are asked to step out of a game/ for a chat by a marshal do not get offended or pipe up. 90 percent of issues are miss understandings and can be rectified.

Anyone caught fighting or using foul language will be asked to leave, this is a social event designed to bring the community together.

Language used on the field is also monitored, we have children as young as 12 onsite. The odd swear word is normal when being shot at but constant use will result in a chat from the marshals and/or a warning.

If there is any further question or information you wish to know/Ask please do not hesitate to contact myself on facebook, though email on [reforgerairsoft@outlook.com](mailto:reforgerairsoft@outlook.com) or by calling me on 07470875891

The Staff and I look forward to you joining us on the Weekender.

All the Best,  
Luke McCawley