

OP: Cold Border

Game Book

2023 Trans-Tasman Airsoft Festival

Christchurch New Zealand



Created by Funnelweb Milsim

Version 2.3

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Game and Field Information

Synopsis and Background

OP: Cold border takes place on the fictional continent of Istana and the disputed border between the Republic of Beras and the Kingdom of Marco Zampine. Stuck in the middle of the disputed territory is the township of South Zamoria which is the focus of both countries due to its newly discovered and unique natural renewable energy resource.

This town has long been a source of contention and has regularly been captured by both countries, however a Neutral Zone was declared for the township of South Zamoria 16 years ago in conjunction with both internal and international pressure. The town also funds a local militia in the event that war breaks out between both countries.

Immersion Event

Whilst this is not a full immersion milsim event, there will be elements of a controlled supply chain. This includes in-game currency, medical supplies as well as select game props.

Each and every player will undergo an intake process at the start of the event requiring them to carry all gear to their faction HQ. Players will be able to return to their cars but will need to undergo a basic intake again.

As part of the event, there will be toilet amenities at the Event HQ, water facilities to top up your supplies as well as a fresh fruit and snack station at the Town HQ using the in-game currency. MRE packs will be available as an additional paid package.

With this event, we are aiming to bridge the gap and skills of the more casual style of Airsoft with a mix of a long duration event and Milsim style. We hope to achieve this with a mix of side missions, objectives and overall focus on strategy and teamwork.

Camouflage will be set for both sides but to continue to achieve our aims, we will be providing players with a coloured armband allowing an easier method of identifying enemy players from distance. These colours will be announced in due time and provided during the intake process.

Schedule

This event is due to take place over 48 hours with rest periods built in. With this option, we will be running parts of the game into dusk for interested parties ending just before full darkness for safety reasons.

The below is a breakdown of the key times that you as a player need to be aware of. These are subject to change.

Key Times		
Friday	Saturday	Sunday
Gates Open at 1000	Gates Open 0900	Gates Open 0900
Roleplayers + Village Induction at 1100	Game Resumes 1000	Game Resumes 1000
Intake begins 1200	Game STOP at 1800 - Dinner Break	ENDEX at 1400
GAME BEGINS at 1400	OPTIONAL Dusk Game Begins - 1900	Debrief at 1430
Game STOP at 1800 - Dinner Break	Game Ends - 2100	Gates close at 1600
OPTIONAL Dusk Game Begins - 1900	Gates Close - 2130	Post Event Dinner 1900
Game Ends - 2100		
Gates Close - 2130		

Resource Management

Much like a real conflict, resources will be limited and require management by all levels of a faction's leadership. This includes medical supplies, in game currency and game resources.

Additional resources will be allocated throughout the event through regular resupply with factions also required to construct a number of caches to store resources throughout the event. Resources can also be able to be stolen and used by any faction requiring the appropriate protection to prevent raids and ambushes.

Team Objectives

Throughout the field, there will be key control zones that will provide capture points at set intervals throughout the event. In addition, a variety of objectives and capture points will be announced during the event each worth points to the team that accomplishes the task. This will create an ever changing battlefield that teams will need to navigate whilst continuing to hold their key territory.

In addition, each team commander will be provided with a series of objectives for their team to accomplish throughout the event worth additional points. Players will also receive objectives from the townsfolk and other NPCs.

The team with the most points at the end of the event will be declared the winner.

Hearts and Mind Storylines

To convince the people of South Zamoria, both countries will be undertaking Hearts and Mind activities through supporting and assisting the local villagers with their most urgent tasks. These could include assisting local law enforcement to track down missing items or animals. Talk to the locals, see what they need and how you can help them, it could very well be the difference in the war and how you accomplish objectives.

The game is designed around scripted and unscripted storylines, encounters and events. The experience you as a player gets out of this event will be up to you as a player in how you interact, roleplay and use your imagination.

General Risk Assessment

The top risks for players attending this event and most airsoft events are:

- Strains, Sprains, fractures, dislocations and other sports related injuries
- Head and Cold Injuries as a result of dehydration, pre existing medical conditions or lack of proper cold / hot weather gear

Event staff mitigate these risks using the following methods:

- During the Intake process, event staff and experienced players will be checking equipment to ensure proper footwear, weather gear and in addition to ensuring players have the capability to carry the minimum required water amount. A required and recommended gear list is enclosed within this game book which should be used as a packing list.
- Medic / Respawn rules ensure that players are drinking water during and after periods of potentially high intensity activity. These will ensure that hydration remains a focus for all players.



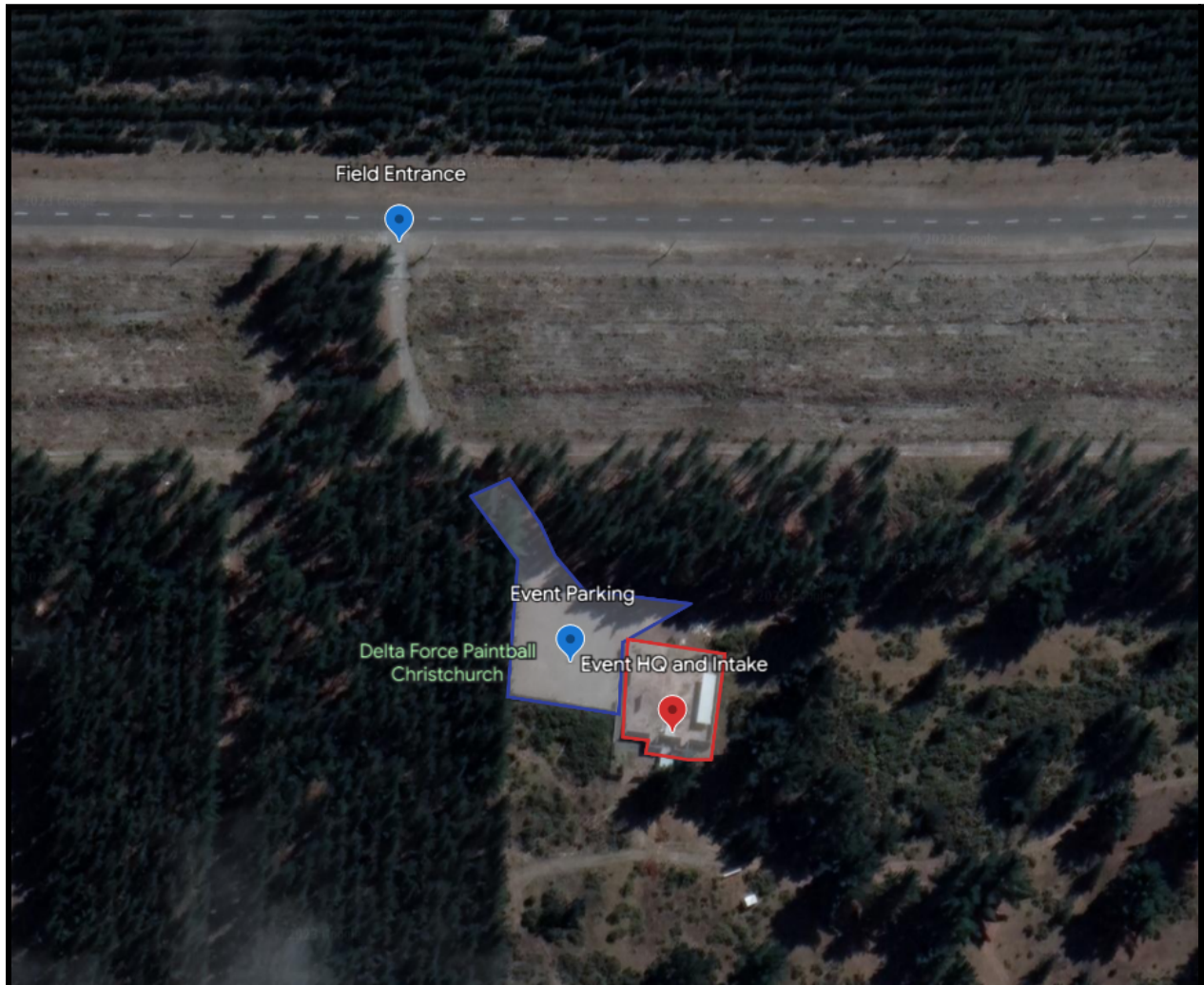
Field Location

Our field for OP: Cold Border is located at McLeans Island Paintball and we are using a wide variety of their available fields. Follow the Signs to Delta Force Paintball Christchurch for the field entrance. More information on field features will be released in due time.



Intake Location and Parking

Parking is located right next to the Event HQ which will have an additional shelter and plenty of tables for gear.



Required and Recommended Packing List

Carried and Worn	Assault Pack
<input type="checkbox"/> Uniform with Correct Camouflage <ul style="list-style-type: none"> <input type="checkbox"/> Top <input type="checkbox"/> Trousers and Belt <input type="checkbox"/> Underwear <input type="checkbox"/> Cap <input type="checkbox"/> Boots <input type="checkbox"/> Socks <input type="checkbox"/> Team Armband 	<input type="checkbox"/> 1x MRE or other such meal <input type="checkbox"/> Spare Batteries <input type="checkbox"/> Spare gas for GBB Replica <input type="checkbox"/> Emergency Cold / Wet Weather Gear <input type="checkbox"/> 1x set of spare socks <input type="checkbox"/> Duct tape / Electrical tape and Zip Ties
<input type="checkbox"/> Photo ID in event of Emergency <input type="checkbox"/> Medical Card and Emergency Contact Card (Provided during Intake) <input type="checkbox"/> Notepad with Pencil / Pen <input type="checkbox"/> Watch <input type="checkbox"/> Load Bearing Equipment (Plate Carrier, Chest Rig, Battle Belt, etc) <ul style="list-style-type: none"> <input type="checkbox"/> Magazine Pouches <input type="checkbox"/> Admin Pouch <input type="checkbox"/> Medical Bandage (Per medical rules) <input type="checkbox"/> Radio (SL, 2IC, HQ required) <input type="checkbox"/> 2L of Water (or in your Assault Pack). All players must have water on them at all times <input type="checkbox"/> Flashlight / head lamp. Highly recommended to have a red light / lens for night ops. 	Rucksack <ul style="list-style-type: none"> <input type="checkbox"/> Wet Weather Bag <input type="checkbox"/> Poncho <input type="checkbox"/> Cold / Wet Weather Gear <input type="checkbox"/> Spare Uniform <input type="checkbox"/> Dry Civilian Clothes for arriving and leaving in <input type="checkbox"/> Extra pair of Spare Socks <input type="checkbox"/> Extra Underwear <input type="checkbox"/> Eating Utensils <input type="checkbox"/> Two (2) Large Heavy Duty Garbage Bags to haul out your garbage <input type="checkbox"/> Enough Food for the Day <p>Your rucksack will remain at your factions HQ and should contain everything you need whilst not in active combat</p>
<input type="checkbox"/> Primary Airsoft Replica <ul style="list-style-type: none"> <input type="checkbox"/> Magazines <input type="checkbox"/> Batteries / Gas <input type="checkbox"/> Charger <input type="checkbox"/> Speed loader <input type="checkbox"/> Sling <input type="checkbox"/> Secondary Airsoft Replica <ul style="list-style-type: none"> <input type="checkbox"/> Holster <input type="checkbox"/> Magazines <input type="checkbox"/> Gas <input type="checkbox"/> Gloves <input type="checkbox"/> Knee Pads (Strongly recommended) <input type="checkbox"/> Mouth Guard or Mouth Protection <input type="checkbox"/> Helmet <input type="checkbox"/> EYE PROTECTION - THIS MUST BE WORN AT ALL TIMES ON FIELD	<p>This gear list includes required items in RED. We highly recommend all the items on this gear however understand that this doesn't suit all players or playstyles.</p> <p>Players without required items in RED will not be allowed on the field to play. This will be checked during Intake</p>

1. Emergency Procedures

- 1.1. An emergency can consist of but not limited to First Aid Emergency, Natural Disaster, Environmental hazard or other such event. This will be communicated via a **NO DUFF** call over radio, 3 whistle blows and / or 3 air horn or sirens, and followed by communication by event staff.
- 1.2. The following commands may be used by event staff or faction commands. If you hear any of these commands, immediately follow the instructions and verbally repeat the command.
- 1.2.a. **CLEAR AND SAFE.** Immediately remove your magazine from your weapon and make the weapon safe. This includes clearing your hop-up by firing into the ground to remove all BB's.
- 1.2.b. **CEASE FIRE.** Immediately clear and make safe your weapon and stand still. This is for localised, non-life threatening situations such as minor injury or a hazard to ensure that localised events don't stop play over the entire field. This can be called by any player however penalties will be in place for incorrect calls.
- A **CEASE FIRE** can also be called by event staff for administrative reasons. In this event, please follow directions from event staff.
- 1.2.c. **NO DUFF, NO DUFF, NO DUFF.** This is an emergency call that can only be called by Squad Leaders, Faction Command and Event Staff. This can be included but not limited to First Aid Situations and Natural Disasters. All players should immediately clear and safe their weapons and stand by for further instructions.
- 1.3. Should a **NO DUFF** call be heard, all players should immediately echo the command whilst making their weapons clear and safe. Following this, players should immediately display a dead rag, remain still and await further instructions from either Event Staff or your Faction Command Team through your SL's.
- 1.4. In the event that the area is life threatening, please immediately vacate the area communicating to event staff and faction command. Proceed to your Faction HQ or Event HQ. This includes but is not limited to a Bush Fire, Earthquake, Storm, etc.

- 1.5. In the event that evacuation is required, please follow the directions of Event Staff and Faction Command. The designated assembly point is XXX . In the event that this point is unsafe, please proceed to XXX.
- 1.6. A Roll Call will be taken in the event of any emergency requiring players to return to their faction HQ or in the event of an evacuation. This will occur at either Faction HQ's, Event HQ or the assembly point.
- 1.7. Players should not leave the field without notifying event staff or their faction commander.

2. Golden Rules

- 2.1. **Call your hits at all times.** Our sport is one of integrity, fairplay, sportsmanship and honour and only works when we all act as such. The Golden rule is if you think you have been hit, just call it!

If you suspect that a player is not calling their hits or gaming the rules, please report it to your faction's command team and / or game officials. Do not take this into your own hands by yelling at them or confronting them. Cheating and gaming the rules will not be tolerated with penalties including up to and including game resources being removed or ejection from the event will be applied.

Gaming the rules includes using or manipulating the rules to your advantage. If you believe what you are doing constitutes this, don't do it and check with a game official. The spirit of the game is based around integrity and not looking for loopholes.

- 2.2. All rule breaches should be reported to your command team and / or the closest game official. **At no stage should you take matters into your own hands.** Players taking matters into their own hands will be subject to penalties of their own.

- 2.3. **Eye protection must be worn at all times.** Eye protection can be taken off in a designated safe zone however should continue to be worn when on the field. Should combat resume in the area surrounding the designated safe zone, eye protection should be immediately worn again. If for some reason there is an issue with your eye protection on field, protect your eyes whilst moving away from combat and yell GOGGLES, GOGGLES, GOGGLES.
- 2.4. Whilst there is no set standard for airsoft eye protection, it is highly recommended that you use ballistic rated goggles or eye protection that is rated to AS/NZS 1337.1:2010 rated for High Impact V or B, **OR** rated for Extra High Impact A.
- Do not risk your eyesight, make sure that the equipment you purchase is compliant.**
- 2.5. Whilst not required, it is highly recommended that players wear a mesh or other type lower face mask or mouth guards to protect against dental injuries.
- 2.6. Drinking alcohol, smoking, open flames and / or the consumption of illicit drugs is prohibited at all times during the event. This field is a smoke-free field. Failure to comply will result in ejection and risk of further event bans.
- 2.7. Damage to people, property, and/or equipment (other than that which is designed to take damage) will not be tolerated. Any players engaging in vandalism or destruction of property will be ejected from the field and risk further event bans.
- 2.8. No Blind Firing will be tolerated. This includes but is not limited to shooting around corners, tiny cracks or using tools such as mirrors or cameras. You must be able to be seen or shot yourself.
- 2.9. **Dead players do not talk!** Dead players cannot move or improve their or another player's position both physically or verbally. Dead players may only talk quietly to other dead players when walking back to a respawn point however should be limited in nature.
- 2.10. Electronic Warfare is not permitted unless cleared by event officials. This includes but is not limited to listening or jamming opposing factions radio frequency.
- 2.11. Players who are ejected from the field for any reason will not receive a refund and may be subject to future event bans.

3. Weapon Restrictions and FPS / Joule Limits

- 3.1. All players will be assigned into sections and fireteams both prior and during the event. These exist to promote teamwork, coordination and provide a basic milsim experience.
- 3.2. Players carrying and using a weapon over 350 FPS or 1.14 Joules must carry a sidearm or pistol at all times.
- 3.3. HPA Tourno Locks must be equipped to any weapon systems that use inline regulator(s) for external resources. Air Tanks will not be provided on field, players must be able to source their own air and gas.

3.4. Pistols

- 3.4.a. Pistols have no M.E.D (Minimum Engagement Distance)
- 3.4.b. Must be under 350 FPS / 1.14 Joules

3.5. Rifleman

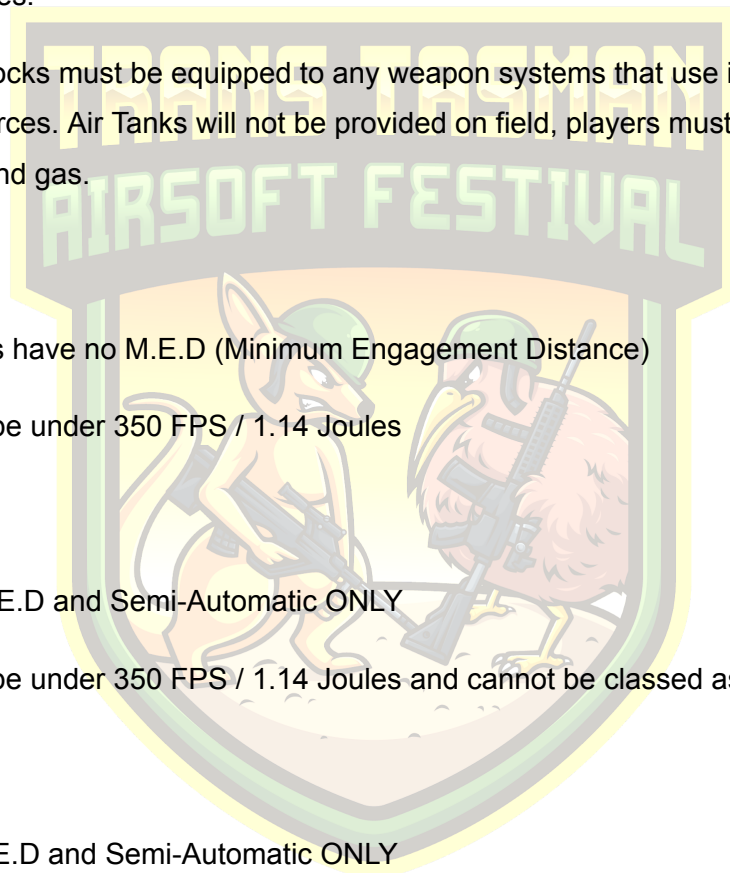
- 3.5.a. No M.E.D and Semi-Automatic ONLY
- 3.5.b. Must be under 350 FPS / 1.14 Joules and cannot be classed as a sidearm

3.6. Assault

- 3.6.a. 10 M.E.D and Semi-Automatic ONLY
- 3.6.b. Between 350 and 420 FPS / 1.34 Joules

3.7. Support (Light-Machine Guns or Machine Guns)

- 3.7.a. Must be a real-world equivalent weapon such as an M249, M60, RPK, PKM, Stoner, etc. If you are unsure, please contact the event team prior to the event to



avoid any issues and disappointment during intake. M4's equivalents with large-cap / high-cap mags will not qualify.

3.7.b. 20 M.E.D with up to 420 FPS / 1.34 Joules - Short Burst Fire Only

3.7.c. 20 M.E.D with up to 350 FPS / 1.14 Joules - Automatic / Sustained Fire

3.8. DMR or Designated Marksman Rifle

3.8.a. 20 M.E.D with up to 500 FPS / 2.32 Joules with Semi-Automatic Only. Maximum of a Mid-Cap Mag with 2 BB's in the air at any one time.

3.8.b. Barrel length must be no less than 450mm or represent a real-world equivalent of a mil-spec DMR, must have a variable/long-range scope. If you are unsure, please contact the event team prior to the event to avoid any issues and disappointment during intake.

3.8.c. Limited to 1 per section.

3.9. Sniper

3.9.a. 30 M.E.D with up to 550 FPS / 2.81 joules. Must be a bolt action with a variable scope and represent a real-world equivalent. If you are unsure, please contact the event team prior to the event to avoid any issues and disappointment during intake.

3.9.b. Must operate in a team of 2 with a rifleman acting as a spotter at all times.

3.10. Grenades

3.10.a. Grenades will be limited to those that eject BB's and prior to throwing, players must yell **FRAG OUT** to alert players of incoming grenades.

3.10.b. No Grenades that emit a loud band or are not reusable will not be allowed on the field.

3.10.c. Smoke grenades are not permitted on field.

4. Uniform Requirements

- 4.1. Each faction has strict uniform requirements and approved camouflage patterns. Players who do not meet these requirements will not be allowed on field. If you are unsure, please contact event staff to avoid disappointment.

4.1.a. If groups of 6 or more wish to use a camouflage that has not been approved, please contact event staff.

- 4.2. All players on field will be required to wear a coloured team armband. These will be provided by event staff during intake.

4.3. Republic of Beras

AUSCAM (jellybean) | Atac FG | Atac IX | NZDPM

Vests should either match your chosen camouflage or be solid colour (EXCLUDING BLACK and GREEN Variations)

4.4. Kingdom of Marco Zampine

Alternate Camouflage such as Multicam, Flecktarn, VSR etc

Vests should either match your chosen camouflage or be BLACK or GREEN Variations

4.5. South Zamoria Militia

1 item of camouflage being either shirt or pants.

Vests should be non military styled body armour or plate carrier vests such as hunting vests or vests with limited pocket space.

5. Medical and Respawn Rules

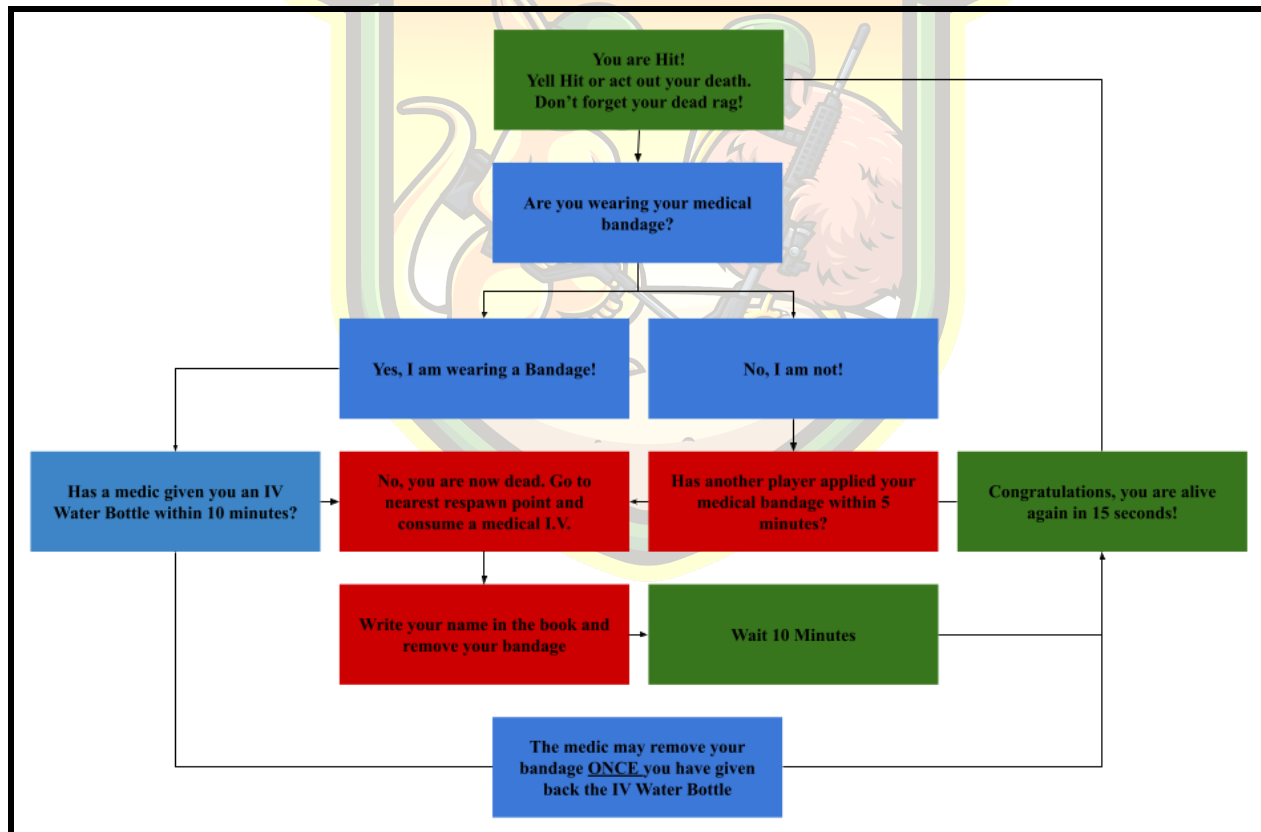
- 5.1. A **HIT** is defined as being hit by a BB on their body and any equipment being worn including but not limited to helmet, vests, backpacks and shoes. Gun hits **do not count**.
- 5.2. When a player is hit, they become **WOUNDED**. Players should immediately raise a hand and yell hit or optionally fall to the ground in a safe manner and act out being shot. This is encouraged to provide atmosphere to the event but not required. A player enters the **BLEED OUT** phase at this point.
- 5.3. When **WOUNDED**, a player should pull out a dead rag (red rag of some kind) and place it on their person in a visible place. Should a player continue to be HIT, the player should wave their dead rag and call "HIT".
- 5.4. A player who is **BLEEDING OUT** may not communicate except by calling MEDIC once every minute. **DEAD MEN TELL NO TALES!**
- 5.5. A **WOUNDED** player may be "treated" by another player bandaging them. Once this occurs, a player must wait 15 seconds before resuming battle. If within 5 minutes a player has not been treated, they will **BLEED OUT** and thus be killed requiring respawn. To remove a bandage, you must seek out a section medic, platoon medic or a doctor for treatment.
- 5.6. If a player is hit and is "treated" (aka wearing a bandage) they will be considered **DEAD** and will need to be treated by a squad / section / platoon medic or the village doctor. This is done by consuming an I.V carried by a squad, section or the platoon medic and **handing it back to them!** Once you have consumed your I.V, you may repack your bandage to be reused again! Should a player not receive an I.V after 10 minutes, they will **BLEED OUT** and thus be killed requiring respawn.
- 5.7. Once a player **BLEEDS OUT**, they must make their way to a respawn point. These consist of Rally Points, Medical Facilities or the hospital in the village.
- 5.7.a. **Rally Points** may be set up as directed by Faction Command and must contain a store of I.V's as well as a Respawn Marker. Rally Points may be raided by opposing factions and should the respawn marker be captured and returned to the

opposing factions FOB, this will become unavailable to be used by the owners faction for 3 hours (returned by event staff).

To respawn, a player must record their name in the medical log, consume 1 IV and wait 10 minutes.

- 5.7.b. **A Medical Facility** will consist of a respawn marker, I.V's or Water Station and a tent placed at a faction FOB or the Village Hospital. To respawn, a player must record their name in the medical log, consume 1 IV and wait 10 minutes.

A player may respawn should the facility be under attack at the conclusion of their death timer. Should I.Vs not be available at a Medical Facility, a player must consume the equivalent water of an IV and wait for 30 minutes at the facility even if it is under attack.



- 5.8. Knife / Melee kills are classified as a stealth kill and are immediately classified as **DEAD**. This can be from either a knife, hand or other such designated weapon. Players who are killed via stealth should not call out hit and should immediately sit down to signify a stealth kill and not call out hit.
- 5.9. An execution may take place by walking up to a player who is **BLEEDING OUT** and with their consent, shooting next to them or centre mass or using a melee weapon **GENTLY**. If a player does not consent, simply state "You have been executed" whilst standing next to them for at least 5 seconds. Once a player has been executed, they must head back to their faction HQ for respawn as if they had bleed out.
- 5.10. A player may only carry 1 bandage with them at any time. If a player loses their bandage, no spares will be given out. Bandages cannot be looted.
- 5.11. Section Medics can carry up to 5 I.Vs at any one time with Platoon Medics and Doctors able to carry up to 20 which are also able to be looted when searched.
- 5.11.a. Medics are also responsible for collecting and returning used I.Vs. Resupply of I.V's will be done on a one for one basis which involves handing in one empty bottle for a new one **including the used bottle lid!**
- 5.12. A player who is dead and then respawns loses access to / knowledge of any previous intelligence collected during that life. Remember, **DEAD MEN TELL NO TALES!**
- 5.13. Faction Commanders and Snipers will have modified medical rules that will be given to them on field.

6. Capture and Search Rules

- 6.1. All players in the event may be searched, captured, interrogated and taken hostage. Players may only remain captured for 1 hour before they must be released. Players may only be captured whilst alive or bleeding out and providing them medical aid.
- 6.2. Players may be searched for supplies, game items and intelligence. Searching may take place while a player is either "Wounded" or "Dead."

- 6.2.a. If a player gives consent to a hands on search, you may begin searching them. Please be respectful of the player being searched and do not cause physical harm. If at any time the player being searched asks you to stop then you must immediately stop and proceed to the below.
- 6.2.b. If the player does not consent to a hands on search, or asks you to stop after saying yes, then you need to ask them for the specific items you wish to inspect such as, radios, maps, notebook, playbooks, loose ammo, specific pockets and storage areas etc. The participant being asked for this information must give it up freely without resistance.
- 6.2.c. The searching player is then free to take notes or pictures of any items captured. Once complete the searching player must return all the items to the searched participant.

AT NO POINT WILL A PLAYER BE RESTRAINED OR BOUND IN ANY WAY. THIS IS FOR PLAYER SAFETY AND NON NEGOTIABLE.

- 6.3. The player being searched may not have any of their items taken away from them and must be returned immediately following the search. All searched items and intelligence items must be returned to the player prior to leaving their vicinity.
- 6.4. Only game items and props may be confiscated and taken from the player being searched.
- 6.5. A player may be captured by either providing a player medical treatment whilst **BLEEDING OUT** or by a player surrendering. A player can surrender by raising their arms, placing their weapons on the ground or kneeling with their hands behind their head.
- 6.6. A captured player may not have their weapons or items taken and cannot use them once captured. If they escape or are released, they may only use their items or weapons once they return to their Faction HQ or respawn point.
- 6.7. A captured player may seek to escape at any point should they remain unguarded. They must value their life and only escape when they see a situation in which they can confidently escape without being killed.

- 6.8. The most important part of being captured is roleplay. It is up to all players involved to make the experience an enjoyable one for all. Don't game the situation in your favour, give and take equally but most importantly enjoy it!

7. Vehicle Rules

- 7.1. No shooting at vehicle unless otherwise directed
- 7.2. To stop a vehicle, simply step into its path safely and at a reasonable distance
- 7.3. Speed limit will be enforced at all times except in an emergency

8. Objective Capture

- 8.1. Throughout the event, there will be capturable objectives in play. There are 2 main objective types being static or prop based.
- 8.2. Static Objectives will be signified through either the use of a radio OR monitored directly by the event team. At set intervals, the team in control of the objective will receive points towards their total score. To confirm your control over an objective with a radio, simply respond at that radio with the designated callsign to the event team.
- 8.2.a. Failure to respond within 1 minute of the radio request will result in no points given. This is to signify that an objective is still contested with no players alive within radio range.
- 8.2.b. An example call follows: ***"Objective 1, objective 1 this is Game Command, over"*** Players should respond with ***"Game Command this is Objective 1 confirming capture by Team X."*** which Game Command will confirm back.
- 8.2.c. Temporary objectives based around Props will be part of the game and may be monitored by the event team. If you see a prop, check with your command team.