

# Operation FEN WRAITH – TACSOP V 2.0

A Ballahack Milsim Series Event

Hosted by Ballahack Airsoft

October 11<sup>th</sup>-12<sup>th</sup>

**Also see the CONOPS for more information. OPORDs will be sent to registered participants before the event.**

**This event is 18 years or older.**

Each attendee must fill out the event waiver. Waiver information will be available for offsite location tenants.

**BLUFOR – (JTTF) United States Joint Terrorism Task Force (\$100 early registration. \$150 after Sep 29<sup>th</sup>)**

100 slots + ADMIN

4 platoons / 5 squads per platoon / 5 packs per squad

**BLUFOR Event Timeline:** The official event occurs on Friday and Saturday for BLUFOR. Sunday is regular gameplay and is free as part of attending the event.

**Friday October 11<sup>th</sup>: Check In/Training.**

- Parking: 1200 – 1300
- Check In: 1230 – 1330
- Platoon Formation / Training Brief: 1330
- Training Evolutions 1400 -1900
- Camp Setup: 1900 – 2000
- Optional Movie: 2000 – 2130

**Saturday October 12<sup>th</sup>: Operation.**

- Camp Breakdown 0700-0730
- Formation: 0745-0800
- Briefing: 0800-0830
- Phases One-Seven: 0830-1930
- Cookout/Raffles: 1930-2000

**Sunday October 13<sup>th</sup>: Standard Ballahack Gameplay.**

- Camp Breakdown: 0800
- Gameplay: 0900-1700

**BLUFOR Kit Requirements:** Your kit will be inspected at processing. Full Multicam uniform **required**. Plate Carrier and Helmet **strongly suggested**. Plate Carrier and Helmet color does not need to match. No black clothing or gear. (See **Kit List** for more details.)

**BLUFOR Weapon Restrictions:** There are four types of slots available: Rifleman, Designated Marksman, Machine Gunner, and Sniper. There are only two Machine gunner slots (Belt Fed), two Designated Marksman Slots, and two Sniper slots per platoon. (See **Kit List** for more details.)

- Modern NATO styled weapons only. M4s, MP5s, G36s, M249s, etc.
- No full auto is allowed within 50 ft.
- All magazines with the exception of LMGs/MMGs must be mid capacity or lower.
- NO HIGH CAPACITY MAGAZINES for rifleman, designated marksman, or sniper classes.
- No more than two box magazines per LMG/MMG.
- Players may bring or purchase their own ammunition but loose ammunition will not be allowed outside of the FOB. Command staff will have addition ammo to potentially reissue while not at the FOB.
- Ammo may limited according to each specific mission.
- All weapons must be chronoed and pass according to the standard Ballahack Airsoft Chrono Rules found on Ballahack Airsoft's website under safety/regulations. ALL MEDs (Minimum engagement distances) will be enforced according to your replicas joule limit and weapon class (i.e. DMR, MMG, Sniper, etc.).

### **OPFOR – INSURGENTS (\$50)**

50 slots + ADMIN

**OPFOR Event Timeline:** The official event for OPFOR begins on Saturday. Sunday is regular gameplay and is free as part of attending the event.

#### **Saturday October 12<sup>th</sup>: Operation.**

- Parking: 0630-0700
- Check In: 0700-0730
- Briefing: 0730-0800
- AO dispersion: 0800-0830
- Phases One-Seven: 0830-1930
- Cookout/Raffles: 1930-2000

#### **Sunday October 13<sup>th</sup>: Standard Ballahack Gameplay.**

- Camping packed up by: 0800
- Gameplay: 0900-1700

**Kit Requirements:** No Multicam. Exact kit requirements / Weapon Limitations vary by AO. Details will be delivered in the vetting process. (See **Kit List** for more details.)

**Vetting Process:** Attending as OPFOR for this event requires a certain level of maturity and competence. As we still want to ensure that OPFOR attendees have fun, it is important that they realize their role is to provide a quality and realistic experience for BLUFOR. You may be required to role play / possibly “play dumb” at certain points during this event. Be prepared to take instruction from OPFOR site leaders and Ballahack Command Staff.

- If you are interested, please email [admin@ballahackairsoft.com](mailto:admin@ballahackairsoft.com) with the subject line “Fen Wraith OPFOR”. List your name/names and why you believe you would be a good fit for the role.
- If you are accepted, you will be emailed a link to register as OPFOR.

**BLUFOR Kit List:** Below is a list of minimum required items you MUST bring followed by strongly suggested items for this event.

**Required items:**

- **Full seal eye protection** that is ANSI rated to Z87.1-1989 standards and has retention behind the head. Eye protection must have factory-built rubber or foam that fully cups the face and eyes. (standard eye pro with an added seal insertion kit is prohibited (i.e. M-frames with helo kits).
- **Combat Uniform** in Multicam pattern that includes top and bottoms. A belt is strongly encouraged.
- **Boots or Trail Running Shoes.** We strongly suggest that your footwear can drain easily as it is very likely they will get wet.
- **Two Pairs of Socks.** We strongly suggest that you bring wool socks.
- **Two pairs of underwear.**
- **Extra pair of clothing.**
- **Some form of hydration carrier.** Suggested Camelbak or Ice plate but at minimum a canteen. (Water will be provided for you at the FOB but you will be responsible for your hydration while on a mission or at another AO.)
- **Load bearing system.** All players must have some form of load bearing system, whether it be a plate carrier, chest rig, or belt kit.
- **Helmet. (SUGGESTED)** Though all missions will not require the use of a helmet some can benefit from one. All BLUFOR members are encouraged to bring one. Helmets do not need to be real and color does not matter as long as it is not black. If you have a black helmet you will have the opportunity to paint it during the training portion of the event on Friday.
- **Mid/Low Capacity Magazines.** You are required to bring a minimum of three magazines with a maximum of ten. Reloading is prohibited except at the FOB.
- **Two Batteries or Extra Gas.** Though the Field will have batteries, gas, and HPA fills for sale at the FOB YOU must insure that you are ready for each mission and that you will be useful for your team. (If you are not ready for a mission you will be left at the FOB for that mission.)

- **Primary Replica.** For the sake of immersion your primary replica cannot be a soviet styled weapon. Your replica must be a modern NATO styled weapon. All replicas must adhere to the Ballahack Airsoft joule limits and MEDs within those limits found on Ballahackairsoft.com under safety/regulations. All weapons will be chronoed according to our standard chrono rules. HPA guns, Bolt actions, Gas SMGs, and non-blowback pistols will be chronoed with .40s or higher.
- **Food for a day and a half.** If you do not eat lunch before you arrive on Friday be prepared to bring lunch and dinner for Friday, followed by breakfast and lunch on Saturday. Ballahack will be providing a cookout Saturday night after Op ENDEX. You are responsible for all your food before that time. (MREs and trail food will be available for sale at the FOB.)
- **Picture ID.** All attendees must have a valid picture ID on them at all times.
- **Medical Card.** During processing all attendees will be given a medical card to fill out. Attendees must fill out the medical card and keep it on their person for the remainder of the event.
- **Sleep System. (If camping on-site)** Camping on-site Friday night is strongly suggested for the event. Attendees will be allowed to sleep in their vehicles, but it is encouraged to camp as a group. In the event of extreme weather, the staging warehouse will be available for attendees to sleep in. If you are not sleeping in your vehicle you must have a minimum sleep system such as a sleeping pad/ tent, bivvy, or hammock with rain cover.
- **Flashlight or Headlamp. (If camping-onsite)** All attendees must have some form of flashlight or headlamp to navigate camping on Friday night if camping.
- **Cold / Wet weather gear.** If it rains, it's on you to be prepared. Operations will continue.

**BLUFOR Suggested Kit List:** The following items are suggested but not required for this event.

**Suggested Items:**

- **Lower Face Pro/ Mouth Guard.** Although it is not required we strongly suggest the use of mesh lower face protection or a mouth guard. You are responsible for the risk of your teeth. (Full face paintball styled or army of two styled masks are prohibited.)
- **Gloves.**
- **Weapon Sling**
- **Sidearm with Holster**
- **Backup Primary Weapon**
- **Soft Cover**
- **Chest Rig**
- **Dump Pouch**
- **Wet Weather Gear**
- **Dry Bag**
- **X3 MREs**
- **Food Bars/ Snacks**
- **Stove/ Cooking Utensils**

- **Personal Hygiene Kit**

**OPFOR Kit List:** Below is a list of minimum required items you MUST bring followed by strongly suggested items for this event.

**Required items:**

- **Full seal eye protection** that is ANSI rated to Z87.1-1989 standards and has retention behind the head. Eye protection must have factory-built rubber or foam that fully cups the face and eyes. (standard eye pro with an added seal insertion kit is prohibited (i.e. M-frames with helo kits).
- **Clothing.** Clothing for the event will vary depending on the AO you are assigned to. This will range from civilian clothes to BDUs and will be communicated to you in the vetting process.
- **Boots or Trail Running Shoes.** We strongly suggest that your footwear can drain easily as it is very likely they will get wet.
- **Two Pairs of Socks.** We strongly suggest that you bring wool socks.
- **Two pairs of underwear.**
- **Extra pair of clothing.**
- **BBs.** There is no limit to how much ammo OPFOR can bring. Ammo is available for purchase ahead of time. OPFOR will not have access to the Field Proshop during the event.
- **Mid/Low Capacity Magazines.** You are required to bring a minimum of three magazines with a maximum of ten.
- **Two Batteries or Extra Gas.** Though the Field will have batteries, gas, and HPA fills for sale at the FOB you will not have access to it once the scenario begins. You might be brought to a completely separate AO so ensure that you have what you need to sustain multiple fights.
- **Primary Replica.** Soviet weapons are highly encouraged. Specific replicas will be determined in the vetting process. All replicas must adhere to the Ballahack Airsoft joule limits and MEDs within those limits found on Ballahackairsoft.com under safety/regulations.
- **Food for most of the day.** You are responsible for your food for all of Saturday until OP ENDEX. Ballahack will be providing a cookout Saturday night after Op ENDEX.
- **Picture ID.** All attendees must have a valid picture ID on them at all times.
- **Medical Card.** During processing all attendees will be given a medical card to fill out. Attendees must fill out the medical card and keep it on their person for the remainder of the event.

**OPFOR Suggested Kit List:** The following items are suggested but not required for this event.

**Suggested Items:**

- **Lower Face Pro/ Mouth Guard.** Although it is not required we strongly suggest the use of mesh lower face protection or a mouth guard. You are responsible for the risk of your teeth. (Full face paintball styled or army of two styled masks are prohibited.)

- **Gloves.**
- **Weapon Sling**
- **Sidearm with Holster**
- **Backup Primary Weapon**

**PROHIBITED ITEMS: The following are items you cannot bring to this event.**

- **No real firearms or blank-firing weapons**
- **No Illegal Drugs or Alcohol**
- **No smoke grenades or pyrotechnics**
- **No blades longer than 4 inches**
- **No improvised airsoft weapons**
- **No high capacity magazines (With the exception of box magazines for LMGs/MMGs)**
- **No offsite ammunition for BLUFOR**

**Op Specific Ruleset:** All standard rules for Ballahack Airsoft apply with the exception of these specific rules. (You must fully read and understand all standard rules to attend this event.)

- **All Ballahack Command Staff Have Final Say:** There are no marshals for this event. Your command staff is responsible for ensuring you follow the event rules and have a fun and safe time. If one of your commanders determines you are compromising your safety or another's safety or experience, they have the right to eject you from the event with no refund.
- **ALL PLAYERS MUST BE 18 YEARS OF AGE OR OLDER.**
- **EYE PROTECTION:** At 1000 hours all eye protection must stay on until Op ENDEX. You are to assume that nowhere is safe. The FOB itself and standard parking area are considered "in-play". You may not remove your eye protection at any point unless you are in one of the designated safe area briefing zones. Players who are found removing their eye protection will be ejected from the event without refund.
- **Your replica must meet required joule limits:** If your replica does not meet the appropriate joules limits you may be denied participation. It is your responsibility to know the rules set and adhere to it.
- **No weapon can be fired on full auto within 50 ft.**
- **HIT CALLING:** Anywhere on your body or gear counts as a hit. Gun hits and ricochets do not count. When you are hit you are to scream and fall down. At this point you are considered wounded. You may not talk until you are actively receiving medical aid. Your body is lifeless and you are dead weight. To be moved to a medic you must be dragged or carried with a small amount of personal assistance.
- **Medics:** All BLUFOR players are issued a training tourniquet to be kept in the left breast or arm pocket. Any player can apply the TQ to any limb. Once applied the player is back in the fight. If a player already has a TQ applied they must wait for a medic to give them a medic water. After drinking a medic water the TQ is removed and the player is back in the fight. There will be limited medic waters so don't die too much, nam sayin?

- **COMBAT INEFFECTIVE / DEAD:** If a member of the Ballahack Command Staff deems their squad or platoon as “combat ineffective” they have the authority to order their squad/platoon back to their vehicle convoy or the Primary FOB weather the players are dead or alive. All players must follow these orders. If BLUFOR gets completely wiped out on a mission, that mission is considered a failure and their element will return to the FOB.
- **BLINDMAN:** If there is any type of emergency all players in the AO are to stop fighting, stay where they are, and repeat “blindman”. Once the situation is resolved Command staff will give the call “Game on” before you can move or continue fighting.
- **SEARCHING THE DEAD:** Some situations may require you to search enemy bodies. You may not take personal items from a dead player. Any lootable items such as ammunition or intel will be clearly marked as an item you can take. A downed players weapon may be moved from body carefully but cannot leave an ten-foot perimeter from their body.
- **VEHICLE SAFETY:** Vehicles provided by the Field will be utilized to transport platoons from one AO to another. You may not approach, enter, or exit a vehicle unless given a direct order to do so by command staff.
- **AO CONDUCT:** You are to leave an AO as you found it. You may not break glass, barricade doors or windows, or move cover while at any of the AOs for this event. Clean up after yourself and do not leave any trash behind.
- **GENERAL CONDUCT:** Be a good human being. Any verbal or physical aggression is strictly prohibited and will result in ejection from the event without refund. Any arguing with or disobeying commands from Ballahack Command Staff will result in ejection from the event without refund. Come with a positive attitude and be the bigger person in any situation. If you do not know you can do this then do not register for this event.