

# Raptor Ops Rule Set

Essential Guidelines for a Safe and Fair  
Airsoft Adventure

**(Updated Feb 16, 2026)**

## Raptor Ops Rule Set

Welcome to the comprehensive guide for Raptor Ops, an airsoft experience designed to ensure safety, fairness, and enjoyment for all participants. Please read the following rules carefully before participating in any operation.

### **Admission: \$75/player + Field BBs required/player**

**Admission Includes:** map, MRE, 2 tourniquets, 2 red dead rags, raffle ticket & patch. Glow sticks & red dead lights will be issued at night by your commander.

**Raffle Includes:** guns, Raptor shirts, patches & tracer bbs

**Extra Costs:** rental guns & rental masks

**Air:** \$10 per tank good all day

### **Registration & Payment: Call before Thursday 2/26.**

Call Alcira Samson before 2/26: 9049103308 to register and pay over the phone

**Register & Payment Deadline :** February 26, Thursday

**Register & Payments 2/28:** If you choose to wait to pay the day of, the admission will be \$5 extra.

### **Night Game OP: Itinerary**

9am: Gates Open

9:45am-10:45pm: Check-In / Chrono

10:45am-11:00am: Formation for Inspection / Required Gear: admission wrist band, chrono tag, eye protection, tourniquets, OP map, meal, water, dead rag, uniform, gear, grenades, technicals & inspection stamp wristband

11:05am-11:15am: Field Marshall Safety Brief: If late, contact the Field Marshal before transporting to the FOB (Forward Operating Base)

11:15am-11:30am: Transport to FOB (Forward Operating Base)

11:30am (at FOB): Command Briefing & Squad Designation

12:00: Operation Commence

7:45pm: Game End

8:00pm-8:10pm: Back to Staging

8:10pm-8:45pm: Raffle, Awards, Points Announcement and Speech

**9:00pm: Gates Closed**

## General Rules

- **Eye Protection:** All participants, including players, spectators and media must wear ANSI Z87.1 rated eye protection. Participants under 18 must wear a full-face mask without exceptions.
- **Replica Safety:** All replicas must undergo a chrono check using joules and must remain clear and safe in staging areas. Magazines out, chamber clear, selector on safe and no dry firing.
- **Waiver Requirement:** A completed waiver is mandatory for everyone on-site.
- **Replica Specifications:** Only 6mm replicas are allowed; 8mm BB replicas, steel BB weapons, or converted weapons are prohibited.
- **Guardian Supervision:** Participants under 18 must have guardian supervision.
- **Headgear:** Not required. If you choose to wear head gear, it must match your faction team color. Gear color doesn't matter such as: vests, slings, gloves, knee pads or pistol belts. Paint ball masks can be used.
- **Air:** HPA fills are \$10 per tank and good all day. HPA fills will be located at your FOB (Forward Operation Base).
- **Bathrooms:** will be located at your FOB (Forward Operation Base).
- **Regular Games will be scheduled the next day:** Sunday, March 1, 10am-5pm.
- **Food:** You can bring your own food and drink (no alcohol allowed).

## Emergency Protocols

### Eye Protection Malfunction – “BLIND MAN”

- Call “BLIND MAN” if your eye protection fails. Cover your eyes with your hands & shout, “BLIND MAN” 3xs. All participants must stop moving, take a knee, place replicas on the ground & raise both hands echoing, “BLIND MAN” 3xs. Wait for a Field Marshal to address the situation. Misuse of this call leads to immediate ejection.

### Real World Emergency – “CORE-MAN”

- “CORE-MAN” indicates a real-world emergency necessitating a 911 call. The procedure mirrors the “BLIND MAN” protocol. Follow staff instructions to guide emergency services.

## Prohibited Items

- **Real Weapons:** No real firearms or weapons are allowed on Raptor Airsoft property. Permitted firearms must remain locked in vehicles. Violations can result in ejection and possible permanent bans.

# Code of Conduct

- **Respect and Safety:** Show respect to peers and staff, call your hits, and do not engage in physical altercations. Bullying, verbal abuse or fighting results in immediate ejection without refund and potential future bans.
- **Substance Use:** Controlled substances are banned on Raptor property.

## Specific Gameplay Rules

- **Field Integrity:** Altering field layout or damaging property is prohibited. Report vandalism immediately.
- **Firing Protocols:** No blind fire is allowed. Rifles must be shouldered and shots tracked. Pistols must be fired with eyes aligned to the sights.
- **Magazines:** Only mid-cap magazines are allowed during operations.
- **Red Dead Rags & Flashing Red Dead Lights Indicator:** Red dead rags are required for all operations (for the day & included in admission) and flashing red dead lights indicator (issued at night by your commander & included in admission).
- **Glow Sticks:** Depending on your team (colors blue or green) are necessary for night operations (issued at night by your commander & included in admission).
- **Radios:** are allowed but unreliable so do not depend on them.
- **Tracers:** Not required at night, but very helpful.
- **Rest & Break Times:** All resting and breaks will be assigned by your command so you'll be in a rotation of breaks, but you really don't need a break cause you'll always be on guard.
- **Leaving the AO (Area of Operation):** is a 1 hour penalty minus a point for your team.
- **Points of Interest:** The command leaders will brief everyone on their points of interest at the FOB (Forward Operating Base) so we will not give away any information on any location because we do not want any teams coming out doing their own missions.
- **Teams:** You can bring your own team but you'll be getting your missions from your command leader. Everyone must report to their own commander and receive mission from their commander. This eliminates anyone bypassing their commanders orders.

## Camo Sets – Raptor Airsoft Operations

### Soviet Approved Camouflage

- Solid Green (Ranger Green, OD), Multicam Tropic, M81 Woodland, AOR2, Jungle Tiger Stripe, DNC, MARPAT, Digital Flora, EMR, Green Flecktarn, Solid Black & Multicam Black. Helmet or head covering must match faction. Gear color is flexible.

### NATO Approved Camouflage

- Solid Tan (Sand, Coyote), Multicam, Multicam Arid, AOR1, Desert Digital, Desert Tiger Stripe, 6-Color Desert (Chocolate Chip), 3-Color Desert, DCU Desert, Blue Jeans, Pants & Shirt. Helmet or head covering must match faction. Gear color is flexible.

# Medic Rules

## Hit System

- **1st Hit:** Buddy aid is allowed; call out "I'm hit, I need buddy aid." Crawling to cover is permitted.
- **2nd Hit:** Requires a designated medic or command member; call out "I'm down, I need a medic." Players cannot crawl but can be dragged to cover.
- **3rd Hit:** Dead players remain in place for 3 minutes with dead rag displayed.

## Approved Bandages

- Tourniquet & Ace bandage (minimum 3 ft long). Tape is not approved.

## Bleed Out

- Stay in the general area where hit, only moving a few feet if in direct line of fire or impeding gameplay. Two hands must be placed on the player to move them. Mandatory bleed-out is 3 minutes before returning to FOB (Forward Operating Base).

## Grenade Rules

- All grenades must be inspected, approved, and tagged before use by Field Marshals. Only non-pyrotechnic grenades are allowed, such as EG67 and Thunder-B CO<sub>2</sub>. No fuse-burning smoke grenades or primer-struck grenades are permitted.

## Launchables

- 40mm grenades and Nerf rockets are restricted to technical vehicle targets only.

## Hit Details

- Friendly fire counts as a hit. Gun hits do not count unless directly in front of the body. Ricochets do not count. Any BB striking gear, backpack, clothing, or headgear counts as a hit.

## Chrono & Weapon Systems

- All participants must pass chrono tests using .32g BBs, measured in joules. Random checks may occur. Rate of fire is capped at 25 RPS.

# Chrono Limits – Raptor OPS

## Rifleman

- 1.9j AEG / 1.7j HPA, semi-auto only, mid-caps only, .32g limit & 10 ft MED.

## SMG

- 0.99j AEG / 0.7j HPA, full auto unless specified, mid-caps only, .32g limit & 5 ft MED.

## LMG

- 1.9j AEG / 1.7j HPA, required secondary, no indoor engagement & 25 ft MED.

## DMR

- 2.5j AEG / 2.3j HPA, .36g BB limit, semi-auto locked, no indoor engagement, required secondary & MED 50ft.

## Sniper

- 3.5j Spring / 2.3j HPA, .46g BB limit, spring bolt-action only, no indoor engagement, required secondary & MED 100ft.

## Equipment Rules

- **Pistols:** Stock green gas/CO<sub>2</sub> pistols do not need chrono, .25g limit & 5 ft MED.
- **Shotguns:** Allowed; Tokyo Marui AA-12 may use a drum magazine.
- **Magazine Adapters:** Not allowed except same-mag-to-same-mag adapters.
- **Weapons:** No requirements.

## Technical Rental Rules

- All technicals must be approved prior to operations, with limited rental slots. Operators must pass a test and adhere to safety requirements, including wearing helmets and using radios for communication.

## Anti-Vehicle Rules

- Vehicles are disabled by grenades, foam rockets, chalk rounds, and Nerf rockets. The first hit immobilizes the vehicle for 3 minutes, while the second hit destroys it, affecting all occupants within a 15 ft radius.

Ensure to adhere strictly to these rules to maintain a safe and enjoyable experience for all participants at Raptor Ops.

