

## **OPERATION PHOENIX:**

### **Armed Forces Day / Post-Apocalyptic Airsoft Operation**

**Intro:** The world has fallen. Civilization collapsed after the last war, leaving only scattered survivors, rogue machines, and the ruins of the old world. Power is scarce. Fuel is priceless. Technology from the past could determine who rebuilds... and who disappears.

Two factions now rise from the ashes. One fights to restore order and reclaim lost technology.

The other survives through scavenging, sabotage, and control of the wasteland.

Choose your side. Complete missions. Control the resources. Survive the wasteland.

Welcome to Operation Phoenix.

### **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. If there are any questions, please call or text 904-910-3308 for any clarifications.

### **Location, Date & Registration**

Raptor Airsoft Field & Shop: 29540 Fullerville Rd. Deland, FL 32720

Sat, May 16, 2026, 9am-9pm

Admission: \$75/player + Field BBS

Registration & Payment: 904-910-3308

Call Co- Owner of Raptor, Alcira Samson, 904-910-3308 to register & pay

Register & Payment Deadline: Thu, May 14

No walk-ups allowed. Registration must be before May 14. Payment after that date is allowed if registered but admission will then be \$5 extra if you choose to wait.

## **Itinerary: Sat, May 16, 2026**

- 9:00 AM – Gates Open
- 9:45 AM – Check-in / Chrono Starts
- 10:45 AM – Formation for Inspection
  - Eye protection
  - Admission wristband
  - Tourniquets or ace bandages X2
  - OP MAP (included)
  - Team patch (included)
  - Team armband green/blue
  - Meal (free MRE available for review)
  - Water (free water available)
  - Dead rag
  - Chrono tag
  - Uniform
  - Gear
  - Grenades
  - Technicals
  - Inspection stamp wristband
- 11:00 AM – Field Marshal Safety Briefing
  - If late to inspection and briefing, make contact with Field Marshal before transporting out to FOB
- 11:15 AM – Roll Out (Transport trailers begin moving infantry to FOB)
- 11:30 AM – Command Briefing and Squad Designation at FOB
- 12:00 PM – Start of OP
- 8:00 PM – End of OP / Transport Back to Staging
- 8:15 PM – Raffle, Medals, Points Announcement
- 9:00 PM – Gates Closed

## **SENTINELS (Tan Team): Order. Defense. Technology.**

### Primary Missions

- Battery Recovery
- Fuel Rod Seizure
- Hydrocore Chemical Raid
- Hydrocore Load Transport
- Territory Control
- Tech Salvage
- Gold Stockpile Defense
- Storm the Ashborne

## **ASHBORNE (Green Team): Survivors of the wasteland.**

### Primary Missions

- Ammo scavenging
- Water Runs
- Ration Runs
- Scavenging Raids
- Territory Control
- Infiltrate Gold Stockpile
- Sabotage AI Computers
- Build Antenna to Call Reinforcements
- Remove Batteries from Destroyed Bots

⚠ Resources are limited.

Every mission matters.

From the ashes... only one faction rises.

## RAPTOR OPS RULE SET

### GENERAL RULES

- All participants (Players, Spectators, Media) are required to wear **ANSI Z87.1** rated eye protection.

- Participants **under the age of 18** are required to wear a **FULL FACE mask. Zero exceptions.**

- All replicas must pass a **chrono check**. Chrono is completed using **joules**.

- ALL GUNS MUST REMAIN CLEAR AND SAFE IN STAGING AREAS**

(Magazines out, chamber clear, selector on safe, always mind your muzzle, **NO dry firing**).

- All participants on site must have a **completed waiver** – includes players, spectators, and media.

- All operations are **6mm replica only**.

**8mm BB replicas are not allowed.** No steel BB weapons or converted weapons.

- Participants under the age of 18 must have **guardian supervision**.

#### **EYE PROTECTION MALFUNCTION – “BLIND MAN”**

- “BLIND MAN” is called **ONLY** when eye protection has lost its ability to protect your eyes.

- If your eye protection fails:

**Cover your eyes with your hands and yell “BLIND MAN” three (3) times.**

- On call of “BLIND MAN,” **ALL participants must:**

- Stop moving

- Take a knee

- Place replicas on the ground, **off body, out of hands**

- Raise both hands

- Echo “BLIND MAN” three (3) times

- Wait for a Field Marshal to resolve the situation.

- Calling “BLIND MAN” for any reason other than eye protection failure:

**immediate ejection.**

## **REAL WORLD EMERGENCY – “CORE-MAN”**

- On call of “CORE-MAN,” this indicates a real-world emergency requiring a **911 call**.
- Procedures are the same as “BLIND MAN.”
- Follow staff instructions immediately to escort emergency services to the injured person.

## **REAL WEAPONS**

- No real weapons or firearms** are allowed on any Raptor Airsoft property.
- If you have a legal permit to carry or possess a firearm, it **must remain locked in your vehicle at all times**.
- If a real firearm is found in an **in-play technical vehicle**, the vehicle owner **and all occupants** are subject to **immediate ejection and possible permanent ban** from future operations.

## **CODE OF CONDUCT – ALL PARTICIPANTS**

- All participants are expected to show **respect** to peers and staff at every operation.
- Respect the authority of staff and follow instructions at all times.
- Call your hits.**

Do not call other players' hits. If there is an issue, report it to staff.

- A hit is defined as a BB striking **any part of the player**, including backpacks or helmets.

### **Weapon hits do not count.**

- Dead or hit players **do not talk**. Remain silent while out.
- Act responsibly. **Physical altercations are strictly prohibited**.
- Bullying, verbal abuse, or fighting (physical or verbal) will result in **immediate ejection without refund** and possible banning from future operations by **Raptor Airsoft Field and Shop**.
- Use of controlled substances is strictly forbidden** on Raptor property.

## **SPECIFIC RULES**

•Altering the field layout or damaging property is strictly prohibited. This includes (but is not limited to):

## **CODE OF CONDUCT – ALL PARTICIPANTS**

•Moving bunkers or props (unless specified)

•Shooting wildlife

•Shooting holes through bunkers or signs

•Ripping or shooting flags

•Kicking doors

•Breaking glass

•Any of the above actions are grounds for **immediate ejection**.

Please report vandalism to staff immediately.

•**No blind fire** – rifles must be shouldered and shots tracked.

•Pistols must be fired with eyes aligned to the sights.

•Dead players may not talk after bleed-out.

•Operations are **MID-CAP MAGAZINE ONLY**.

## **NO HI-CAP MAGAZINES ALLOWED DURING OPS.**

•**Red dead rags are required** at all operations.

•**Dead lights (flashing red lights)** are required for all night operations.

•Sportsmanship is mandatory at all times.

**CAMO SETS – RAPTOR AIRSOFT OPERATIONS:** *This list is the ONLY approved camouflage for operations.*

### **SOVIET**

- Solid Green (Ranger Green, OD)
- Multicam Tropic
- M81 Woodland
- AOR2
- Jungle Tiger Stripe
- DNC
- MARPAT
- Digital Flora
- EMR
- Green Flecktarn
- Solid Black
- Multicam Black

### **NATO**

- 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, and helmet or head covering **must match faction.**
- Gear color **does not matter.**

**MEDIC RULES: Players must carry TWO (2) approved bandages to use medic rules.**

### **HIT SYSTEM**

•**1st Hit:** Buddy aid (any player).

Player may crawl to cover.

Call out: *"I'm hit, I need buddy aid."*

•**2nd Hit:** Designated medic or command member required.

Call out: *"I'm down, I need a medic."*

Player may **NOT crawl**, but may be dragged to cover.

•**3rd Hit:** Dead.

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 you were hit.

•You may move a few feet only if:

•In direct line of fire

•Impeding gameplay

•Do **NOT** reposition for advantage.

•To move a wounded player, **TWO hands must be placed on the player.**

•Single-hand dragging is not allowed.

•Mandatory bleed-out is **3 minutes** before returning to FOB.

•You may remain longer if awaiting a medic.

### **GRENADE RULES**

**All grenades must be inspected, approved and tagged before use by field marshal.**

**\*\*\*proper licensing required \*\*\***

•Grenades detonating within a **15-foot radius** kill all players.

•**Hard cover ONLY** protects from grenades.

Hard cover includes walls or separate rooms.

•Desks, doors, bushes, or loose barriers are **NOT** hard cover.

## **APPROVED GRENADES (NO PYRO)**

- EG67 (Recommended), FBG67, FBG4, AFG4, AG-19, FBG6, AFG6 & Thunder-B co2
- Only approved smoke grenades allowed: **Enola Gaye, Taginn**
- **No fuse-burning smoke grenades**
- Smoke grenades **not permitted indoors**
- **Primer-struck grenades are NOT allowed**, including:
  - Bang 22s
  - Airsoft Innovations
  - Neutron
  - Any hard-construction impact grenades
- Shower 40mm shells are not allowed.
- Spring grenades are **not allowed** for immersion and enforcement consistency.

## **LAUNCHABLES**

- 40mm grenades and Nerf rockets are **restricted to technical vehicle targets only**.
- Nerf rockets
- Tagin 40mm chalk, dummy

## **HIT DETAILS**

- Friendly fire **counts as a hit**.
- Gun hits do **NOT** count unless the replica is directly in front of the body.
- Ricochets do **NOT** count.
- If in doubt – **call the hit**.
- Any BB striking gear, backpack, clothing, or headgear **counts as a hit**

## **CHRONO & WEAPON SYSTEMS**

- All participants must pass chrono and register upon arrival.
- Chrono performed with **.32g BBs**, measured in **joules**.
- Chrono tag must remain on replica.
- Any BB weight may be used after passing chrono.
- Random chrono checks may occur during play.
- Rate of fire cap: **25 RPS max**.

## **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
- Over 1j follows rifleman rules
- Full auto unless specified
  - Mid-caps only
  - .32g limit
  - 5 ft MED

### **LMG**

- 1.9j AEG / 1.7j HPA
- 25 ft MED
- Required secondary (5 ft MED)
- No indoor engagement
- Must be real-world purpose-built LMG

*Approved examples:* PKM, M249, M60, MG4, MK48, Microgun, RPK, RPD, G&G LMG, Krytac LMG

### **M27 IAR Special Case**

- 3x+ optic
- Bipod
- Foregrip
- Box or drum mag only
- No mid-caps or winding high-caps

*Minimum length:* 16.5” trigger to barrel end

Raptor reserves final approval rights.

## **DMR**

- 2.5j AEG / 2.3j HPA
- .36g BB limit
- Semi-auto locked
- No indoor engagement
- Required secondary
- 50 ft MED
- Minimum length: 18" (receiver to barrel end)
- Required 4x+ optic

## **SNIPER**

- 3.5j Spring / **2.3j HPA**
- .46g BB limit
- Spring bolt-action only**
- No indoor engagement
- Required secondary (5 ft MED for pistols)
- 100 ft MED

## **FULL THRUST**

- Novritsch Full Thrust platforms allowed
- Must pass chrono
- Inspection required
- Player must provide BBs

## **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 drum magazine

## **MAGAZINE ADAPTERS**

- Not allowed except same-mag-to-same-mag adapters
- No M4 or SMG adapters on pistols, Hi-Capas, or shotguns

## **TECHNICAL RENTAL RULES**

- All technicals must be approved prior to the operation.
- Limited rental slots per operation.

## **TECHNICAL TYPES**

- NATO Tan: 2-person battle tank (driver + gunner)
- Soviet Green: 2-person dune buggy
- Soviet Green: Artillery cannon (3-man crew)

## **REQUIREMENTS**

- Operator test required
- Only paid participant may drive
- Driver & front passenger must wear full face protection
- All riders must wear helmets
- Radio required (direct command comms)
- Idle speed under 10 mph
- First aid kit & fire extinguisher required
- Max 8,000 rounds per mounted gun
- One mounted gun only
- Forward-facing shields only
- No medicing inside vehicles

## **ANTI-VEHICLE RULES**

- Vehicles disabled by:
  - Grenades
  - Foam rockets
  - Chalk rounds
  - Nerf rockets
- First hit:** Vehicle immobilized for 3 minutes
- Second hit:** Vehicle destroyed — all occupants killed within 15 ft radius