



6 OP FALLOUT EAST

ZULU 24 • NY • AUG 24 2014

SPONSORED BY



PLAYER HANDBOOK

**DATE**

Sunday, August 24 2014

LOCATION

Zulu24 Tactical Park

1489 Little Britain Rd. Rock Tavern, NY 12575

<http://www.zulu24.com/>

OPERATION SCHEDULE

Agenda may vary depending on the weather and field conditions

08:00-08:30	Staff and Volunteer Meeting
08:30-09:30	Sign-in/Chrono (Bring all rifles, waivers and safety gear)
09:30-10:00	Greetings, Briefings and Group Photo in the Village
10:00-10:30	Initial deployment and Faction briefings
10:30-12:00	Phase I "Level 1"
12:00-14:00	Phase II "Level Up"
14:00-16:00	Phase III "Advanced Mode"
16:00-17:00	Raffle

REGISTRATION CHECKLIST

Be sure to bring these key items with you to the Sign-In Desk

- Event ticket/Evike confirmation receipt
- Zulu24 and Moondog Industries waivers

Bring the following items to the Chrono Station

- Required safety gear, e.g. goggles, red rags, etc
- ALL rifles to be used in the game with a **FULL** magazine

TEAMS

Uniform requirements will be strictly enforced. Vest color does not matter. Team uniforms are defined by shirt/top color and pattern.

THE HUDSON UNION

Uniform: Green camo

A paramilitary army of Albany-Queens Colonies

Charity: The Monterey Bay Aquarium

THE LIBERTY MILITIA

Uniform: Tan camo (including Muticam and ACU/UCP)

A paramilitary army of the Philadelphia-Trenton Confederacy

Charity: Team Rubicon

THE WASTELANDERS

Uniform: Black tops with any pants

Survivors and raiders that have formed heavily armed gangs.

Charity: The Intrepid Sea, Air and Space Museum

NPCs

This team is by invite only and under the direct control of the GM and requires costumes.

Those interested in applying should PM Sonic on the NYCAirsoft forum

MUTANTS

Uniform: Halloween horror masks with jeans or solid colored pants. Goggles must be worn under or on top of masks.

ENCLAVE

Uniform: Power Armor (Football shoulder pads, hockey pads, etc.)

ABOUT

Inspired by the video game series, FALLOUT®, this event will feature unique rules designed to simulate the experience of leveling up and survival/scrounging in a post-apocalyptic world. Teams will compete to earn donations for their respective charities:

The Monterey Bay Aquarium, Team Rubicon and the Intrepid Sea Air and Space Museum.

WHAT TO EXPECT

Operation Fallout is a sci-fi variant of a MilSim airsoft game. All teams start with limited ammo and must find extra ammo on the field or trade bottle caps for ammo from the Caravan.

Teams must find RadX Boxes and hoard them in their HQ. The team with the most RadX Boxes at the end of the game will be the winner. Teams may raid other team's HQ for their boxes.

EQUIPMENT CHECKLIST

Players must bring all of these required items to sign-in. Players lacking any item will NOT be allowed to play. **No exceptions.**

- 400fps limit w/ .25g BB's for full-auto capable weapons
- 500fps limit w/ .25g BB's for semi-only capable weapons
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection
- Adults must wear face protection (bandanna, shemagh, balaclava, mask)
- Minors must wear PB/airsoft masks, or mesh masks + goggles
- Barrel Condom/Blockers (socks and gloves do not count) for all rifles
- (2) red "dead" rags
- Nametape or duct tape your callsign to your vest or helmet
- At least 2 quarts water/hydration
- Field rations (food or snacks as needed)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece
- Adults must present valid photo ID along with both signed waivers (Zulu24 and Evike/NYCAirsoft)
Minors +13 years old must have parent or guardian present at registration to sign waiver (or legally NOTARIZED)
- FRS/GMRS Radios are required of ALL players

SPECIAL REQUIREMENTS

- Players must use in-game .25g G&G BB's which will be supplied to you free of charge. Do NOT bring your own BBs. In the Fallout world, ammunition is in short supply. To simulate this, players are restricted to carrying a limited number of magazines for their guns.
 - Shotguns shells, Pistol mags, Bolt-Action Rifle Magazines = Unlimited. Extended pistol mags will be classed as SMG magazines
 - GBBR magazines = 8
 - GBB SMG magazine = 6
 - RealCap magazines (30rnds or less) = 8
 - MidCap magazines (>30rnds) = 3
 - HiCap winding magazines (stock) Limit= 1 using Phridum's HiCap Rule
 - Extended HiCap mags, Electric HiCap mags, Box mags, C-Mags, and SMGs will be restricted to Phase 3 only regardless of bonus Quests
- Player may NOT carry more than one magazine type for the same gun (ie. You may not carry 8 RealCaps, 3 MidCaps and a HiCap for the same M4.) Players MAY carry mixed mag types if they are carrying multiple guns (ie. You may carry a HiCap for an AK, 3 MidCaps for your MP5K and unlimited mags for your M9 pistol)

PROHIBITED ITEMS

- Pea grenades or other pyrotechnics
- Fuse lit smoke grenades
- Velocity reducing flash-hider to lower FPS
- Personal BBs except during Phase 3 (Staff will randomly spot check players mags)

GENERAL RULES

1. CONDUCT

- 1.1. Airsoft is a game of HONOR. Please call YOUR OWN hits!
- 1.2. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- 1.3. Do not assume opposing players are cheating. Give them the benefit of the doubt
- 1.4. Players caught attempting to cheat will incur penalty points for their side, and may be ejected from the game without refund and barred from future events.
- 1.5. Players, who attempt to steal, cause bodily harm, or otherwise break the law will be referred to local law enforcement officers and barred from future events.
- 1.6. Subordinate players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer.
 - a. Rank is a tool to provide structure for an enjoyable game. Ranking officers should always remember this is just a game.

2. SAFE PLAY

- 2.1. Eye protection (See EYE PROTECTION rules) must be worn at all times in a playing area.
- 2.2. If a player loses their eye protection or has a medical emergency, they should immediately call "Blind Man." Field Refs or Game Staff should be contacted immediately to pause the immediate area of the game until the affected player pronounces "All Clear", at which point supervisors will signal the game to continue. In the absence of game supervisors, nearby players should wave their red rags in the air to indicate a blind man call. Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."
- 2.3. NO blind firing. You must be able to see along the barrel of the gun you are firing with your own (no using mirrors or devices to shoot around obstacles).
 - a. NO firing through gaps or holes smaller than your head to allow your to adequately see your target and allow your opponent a fair way get a gun hit.
- 2.4. At NO time should any player ever hit another player from an opposing team with his own body or in anger with anything other than an approved MELEE weapon
- 2.5. Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range
- 2.6. When possible aim for a the plates or padded areas of your opponent

3. EVENT STAFF ROLES

- 3.1. Embedded Referee (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their special duties:
 - a. Observing and enforcing compliance with game rules of all the players in their faction. All players, including the faction CO must comply with Embed rulings.
- 3.2. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions

4. GAME OBJECTIVES

- 4.1. Find RedX boxes in horde them at your team's HQ
 - a. Additional bonus missions will be broadcast over FRS/GMRS radio
 - b. Find bottle caps or loot them to trade from the CARAVN

5. GAME PHASES

The game will be split into 3 distinct phases to simulate the “leveling up” similar to an RPG video game. This provides a unique spin on normal airsoft game play and requires a higher standard of maturity and intelligence.

5.1. Phase 1 “Level 1”

Players restricted to the most basic weapons with lower FPS and ammo capacity. All guns semi-auto mode. Bonus mission to gain AEG magazines early.

- a. Semi-only gas pistols with standard length mags.
 - Auto capable pistols (eg. M9, Glock 18, M92) must be set to semi-only and without shoulder stocks
 - Small SMGs are not allowed (eg. MAC11, MP7, MP5 PDW, MP9, etc.)
- b. Bolt action rifles
- c. Springers (pistols, shotguns, etc.)
- d. AEGs loaded without magazines and muzzle loaded.

5.2. Phase 2: “Level Up”

All players guns level up and the following weapons and accessories become available. All guns semi-auto mode. Bonus mission to upgrade to full-auto:

- a. GBBRs (semi-only mode)
- b. SMGs (semi-only mode)
- c. AEG with standard sized mags.

5.3. Phase 3 “Advanced Mode”

Player’s guns and armor are “upgraded” and most airsoft gear may be used

- a. Guns may fire in full-auto
- b. Extended mags, Box mags, C-mags, electric Hi-Cap mags are allowed
- c. BODY ARMOR rules come into effect
- d. Specialized heavy weapons may be used

6. BB HITS

6.1. Body, clothing, and gear hits count

6.2. Friendly fire counts (yes it sucks but you’re hit)

6.3. Ricochets count (because ricochets can kill you in real life)

6.4. Gun hits disable the weapon (until the player RESPAWNs)

- a. Hits on DISABLED weapons count as a body hit

6.5. When hit by gun, rocket, grenade, mine, etc. players should immediately:

- a. Call “Hit!” and seek cover
- b. When out of the line of fire, wave your red rag above your head vigorously, then tie it around the front sight of your gun.
 - Expect to be hit multiple times while getting your red rag – don’t get mad, GET BEHIND COVER.
 - Please keep in mind most players cannot hear you while firing their weapon. Your red rag is the primary signal of being hit.
 - Red ball-caps are not acceptable substitutes for red rags.

7. BODY ARMOR

- 7.1. Hard Helmets will absorb (1) BB hit for the player
 - a. Subsequent hits to the helmet will count as a direct hit to the player
- 7.2. Plate Carriers will absorb (1) BB hit for the player
 - a. Subsequent hits to the PC will count as a direct hit to the player
- 7.3. NERF and plastic shields will absorb (1) BB hit but subsequent hits count as arm hits
- 7.4. The player will get back behind cover, wave their hand and yell "Hit: Helmet!" or "Hit: Vest!"
- 7.5. The player will simulate being STUNNED and refrain from action for 30 seconds and then return to play
- 7.6. Hits to vest straps, belt, neck, face or other areas not fully covered by body armor count as a normal hit.
- 7.7. When hit by multiple BB's in a burst, the armor will take only (1) of the hits, so the other hits count

8. BLEED OUT

- 8.1. After waiving your dead rag, sit or lay down in the field for a 3-minute BLEED OUT period simulating a CRITICALLY WOUNDED soldier.
 - a. CRITICALLY WOUNDED may not stand. They must sit down or take a knee.
- 8.2. CRITICALLY WOUNDED players may either yell or radio for a STIMPAK
- 8.3. CRITICALLY WOUNDED players may warn teammates of immediate danger but may not engage in communication (ie. "Be careful, there's enemy inside." Is O.K. but "There's a sniper about 100ft to the left of that tree. Flank him to the right." Is NOT)

9. LOOTING

- 9.1. During your BLEED OUT enemy players may loot your body (simulated).
 - a. Enemy players must approach you, shake your hand and ask you for your ammo.
 - b. You MUST give them all of your BB's in bags, HiCap magazines and speedloaders. Though MidCaps, shotgun shells and grenades are exempt from looting.
 - c. They may not ask you to toss your ammo or ITEMS to them.
 - d. Dead players may NOT keep ITEMS and bagged ammo.

10. STIMPAKS (STIMS)

Adrenalin/endorphin boosters, which negate the effects of a players wounds. STIMPAK can be used to 'heal' CRITICALLY WOUNDED players when ingested. STIMS are scenario ITEMS which the player must actually consume (unless the player is diabetic)

- 10.1. Player must drink the entire packet and stow the empty (don't litter)
- 10.2. Player will stow their bandage and return to play

11. KIA (KILLED IN ACTION)

After 3-minutes (without a STIM) a CRICALLY WOUNDED player becomes KIA

11.1. KIA players will assume a non-combative posture and quickly remove themselves from any direct fire proceed in the most direct route to their team's RESPAWN

- a. Players should put a red rag on their head and tuck it into their goggle strap
- b. Players should sling or stow their weapons

11.2. DROPPING LOOT.

- a. Any RADX boxes, spare BBs or other scenario ITEMS must be dropped in or on the nearest structure or man-made object (eg. Barrel, crate, etc.)
- b. If no man-made object can be found, the player must find the nearest live player (enemy or friendly) and hand over their LOOT and spare ammo.

12. RESPAWN

12.1. Players must wait a minimum of 1-minute at SPAWN before returning to play.

12.2. Dead players will organize themselves into (4) man squads to return to play

12.3. If after 10 minutes, IF there are less than 3 players are available at SPAWN, the available players may return to play.

12.4. Respawning players, their guns and body armor return to full function.

12.5. Player may not use SPAWN areas for cover

12.6. Players may not engage in combat within 30ft of SPAWN

12.7. Players may NOT bring RADX boxes, bagged BBs or other scenario items into their SPAWN; those items must be left in the field.

13. NPCs (Non-Playable Characters) SPECIAL RULES

13.1. Super-MUTANTS and players wearing POWER ARMOR, have extra stamina or advanced armor and can take additional hits before expiring

- a. MUTANTS take (3) BB hits before they BLEED OUT
- b. ENCLAVE POWER ARMOR takes (3) BB hits before overheating and player simulates powering down (bow) and will remain inactive for ≥ 30 seconds or more. After 3 POWER DOWNS the ENCLAVE player BLEEDS OUT

13.2. NPC players RESPAWN in the field after they BLEED OUT by moving away from sight of live players and returning to play

13.3. Players may not follow dead NPC players and must allow them space to respawn

14. 15' MINIMUM SAFETY DISTANCE

There will be no 'bang-bang' rules for close range engagements

14.1. Players should exercise good judgment and sportsmanship and refrain from shooting live players closer than 15ft away by taking a few steps away before firing.

15. SURRENDER

15.1. Players who catch an enemy unaware and 'Dead to Rights' may ask them to "SURRENDER" to let them call themselves hit without actually being shot.

15.2. Enemy players who agree to SURRENDER will raise both hands up and then conduct themselves as if they were hit and CRITICALLY WOUNDED

15.3. Players may NOT fake a surrender or change their mind once they raise their hands

15.4. Enemy players who do NOT SURRENDER may be fired upon with care

16. PARLAY

- 16.1. If two players surprise each other closer than 10 feet in their forward arc, one should call "PARLAY" and allow both players back off until both players are behind cover. This is a safety call to avoid point blank exchanges.
- 16.2. Calling "PARLAY" is not mandatory but shows you are exceptionally honorable.

17. GRENADES and RPGs

Grenades are problematic weapons in airsoft; players must exercise both caution and patience. Be prepared to remind/educate your target of grenade rules

- 17.1. Hand grenades must expel a gas or BB to have effect
 - a. Dud grenades that fail to go off, do NOT have an area effect
- 17.2. Hand Grenades used outdoors have a 15ft area effect, so that any players within 15ft of an exploding grenade are considered automatically hit.
- 17.3. Players with hard body sized cover between them and the detonated grenade are protected from the blast
- 17.4. Hand Grenades must be tossed under handed
- 17.5. Players must loudly yell "Frag Out!" prior to tossing their Hand Grenade, to reduce the chance enemy players getting hit in the face by a thrown grenade
- 17.6. BB Shower shells will be treated as BB shotguns against outdoor players
- 17.7. RPG Nerf warhead/BB Shower shells fired into the doorway of a 4 walled structure will be treated as a hand grenade going off in the center of the room
- 17.8. RPG Nerf warhead/BB Shower shells fired on POWER ARMOR or SUPER MUTANTS will cause an immediate KIA
- 17.9. If possible get an Embed to officiate your grenade attack

18. CLAYMORES AND MINES

- 18.1. Any player struck by a BB expelled by an airsoft Claymore is HIT
- 18.2. Any player sprayed by the dust cloud of an airsoft mine is considered HIT
- 18.3. POWER ARMOR or SUPER MUTANTS will count this as a KIA

19. MELEE WEAPONS

To keep with the FALLOUT® theme, padded Nerf weapons rubber knives and foam throwing knives may be allowed, but only by mature players as airsoft games are not SCA or martial arts competitions.

- 19.1. Items must be approved by GM or Field Safety Staff
- 19.2. A hit by a Melee weapon will be treated as a BB hit in regards to CRITICAL WOUNDS and BODY ARMOR
- 19.3. Nerf and Airsoft shields will absorb unlimited MELEE hits but only (1) BB hit
- 19.4. Players may not aim for the face
- 19.5. Players may not stab with or throw rubber knives
- 19.6. Foam weapons may not swung with full force

20. SPECIALS WEAPONS, HEAVY WEAPONS, PROPS

Player wishing to use heavy weapons (heavy MG, rocket launchers etc.), steam punk props or other unusual airsoft weapons, should contact the GM for approval

21. CHRONO

- 21.1. Any un-tagged gun found in the game is grounds for immediate disciplinary action. It is the player's responsibility to make sure his/her gun is properly inspected and tagged before the game.
- 21.2. Players must report to the chrono station with a FULL magazine. The Staff Member will insert the testing BBs into your mag, so leave room for 6 test rounds.
 - a. Player will unload their personal BB's before the start of the game
- 21.3. Weapons will be chronographed using the staff's Matrix 0.25g BB's
 - OK < 390 fps
 - Caution 390-405 fps
 - NO GO > 405 fps
 - Fixed in semi-only sniper rifle ≤ 500 fps
- 21.4. All weapons are subject to staff spot checks throughout the event.
- 21.5. Velocity reducer flash-hiders are NOT allowed because they are not reliable

22. FACE PROTECTION

Face Protection is REQUIRED by ALL players

- 22.1. Minors must wear a hard type full or half-face mask
 - Paintball Mask
 - Metal Mesh
 - Plastic (Save Phace, Cactus Hobby, Sensei, etc.)
- 22.2. Adults may wear any of the above hard masks or
 - Balaclava
 - Shemagh
 - Bandana
 - Sniper veil

23. EYE PROTECTION

ANSI Z87.1 rated eyewear is required to be worn by ALL players.

- 23.1. Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.
 - a. Shooting glasses without a conformal seal will NOT be allowed
- 23.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- 23.3. Players wearing mesh goggle must wear a secondary solid plastic lens type goggle under it to protect the player from BB shrapnel.
 - a. Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits.
- 23.4. Eye protection will be checked as part of morning inspection during sign in. If your eye protection does not meet the above standards, you will not be allowed to play until you buy or rent appropriate goggles from the field's pro shop.

24. HYDRATION and RATIONS

Players are responsible for their own food and snacks during the game

24.1. A portable water storage device such as a camelback or canteen is mandatory gear carried by all players

- a. Players should bring additional hydration to their faction's start point which will serve as your team's forward staging point
- b. Players may refill their canteens at faucets at staging or portable water stations deployed by the field staff

24.2. Players should bring snacks or a small meal with their gear and should eat in the field when opportunity permits (i.e. While in Triage waiting to re-spawn)

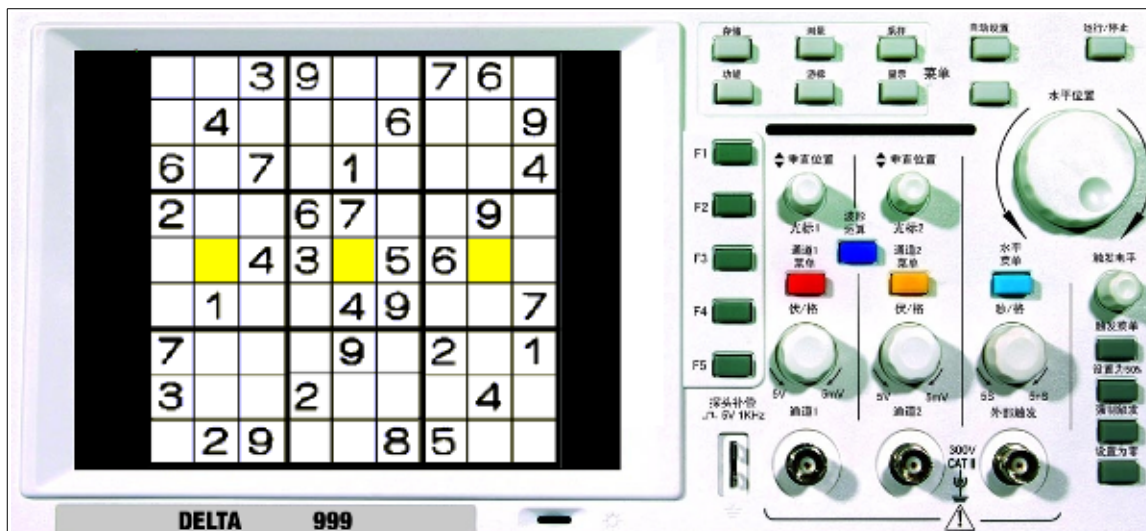
25. And the most important rule of all: Have fun.

HACK THE CODE

VAULT doors and other computers can be hacked by decrypting the access code numbers in a Control Panel puzzle (below). Some puzzles will have one number already revealed to make it easier to solve.

Directions

- Find the missing numbers in the Yellow boxes
- Use the numbers 1 through 9 (each number can only be used once per row)
- Contact SONIC to confirm your vault combination



GAME PHASES

The overall game will be split into 3 Phases, which will simulate a Fallout player starting at XP Level 1 and progressing to higher levels, skills and equipment upgrades

Phase 1 10:30-12:00

- Players restricted to semi-only weapons: gas pistols, bolt action rifles, springers and muzzle loaded AEGs without magazines
- Speedloaders may be looted for BBs
- Teams must unlock a vault to claim it as an HQ (experience with soduko puzzles required)

PHASE QUEST: Vault Race

Teams start scattered in the field and must claim a Vault as their HQ. The Vault door can be unlocked by Hacking the Code and confirm it with the GM. REWARD: 1000 BBs and 10 stims

SIDE QUEST: The Nuka Cola Challenge

When announced on Fallout Radio, the first team that can turn in specially marked Bottle Caps to the Caravan. REWARD: AEG magazines, GBBRs, and GBBSMGs can be used

Phase 2 LEVEL UP 12:00-14:00

- All players guns level up: AEG with mags, GBBRs, and GBBSMGs become available
- Players are restricted to semi-only
- Player may not use extended magazines
- Speedloaders and hi-cap mags may be looted for BBs
- Bonus missions to upgrade to full-auto

PHASE QUEST: You Gotta Shoot Em in the Head

When announced by Fallout Radio, the teams must hunt down a member of opposing teams and prove they have killed them with a photo. REWARD: 4000 BBs & 10 stims

SIDE QUEST: Are You Ready?

To be announced on Fallout Radio. REWARD: Guns are upgraded to full-auto

Phase 3 ADVANCED MODE 14:00-16:00

- All Players guns level up and may fire in full-auto
- Body armor rules go into effect
- Player may use extended and box magazines
- Players may use their own BBs

PHASE QUEST: The American Dream

Raid the Enclave base at Raven Rock and deal with President Eden.

Part 1: Control Both Power Stations for 10 minutes to take down the electrical fence around the Raven Rock Control Tower REWARD: 10 caps

Part 2: Kill Col. Autumn, loot his Nuka bottle and safely return it to your HQ.

REWARD: 1 RadX box

Part 3: Hack President Eden and choose your reward: 4000rnds of ammo, 5 RadX boxes or 20 caps

FALLOUT 6 EAST CHEAT SHEET

Game Objectives

Collect RadX boxes

Hits & Body Armor

- Body, weapon and gear hits count
- Friendly Fire counts
- When hit, seek cover and wave your red rag
- Helmets and PC vests absorb (1) hit, once
- Super Mutants and Power Armor require (3) hits

Bleedout (Critical)

- Players: (3) minute bleedout
- Power Armor: (3) hits to OVERLOAD
(≥30 seconds to REBOOT)
(3) OVERLOADS = KIA
- STIMPAK heals a CRITICAL player

Mag Limits

- Shotgun shells, pistol & bolt action mags = Unlimited
- GBBR mags = 8
- GBB SMG mags = 6
- AEG RealCap mags (≤30 rds) = 8
- AEG MidCap mags = 3
- AEG HiCap (stock) mags = 1 using Phridum's HiCap Rule

NOTE: BBs in HiCap mags or Speedloaders may be looted by the enemy.

Key Things To Remember

- Do not yell at enemy players for not calling hits. Notify a field Referee if there are hit calling issues
- Act like an adult and you'll be treated like an adult
- Don't play to win, **play to have fun**

Radio Channels

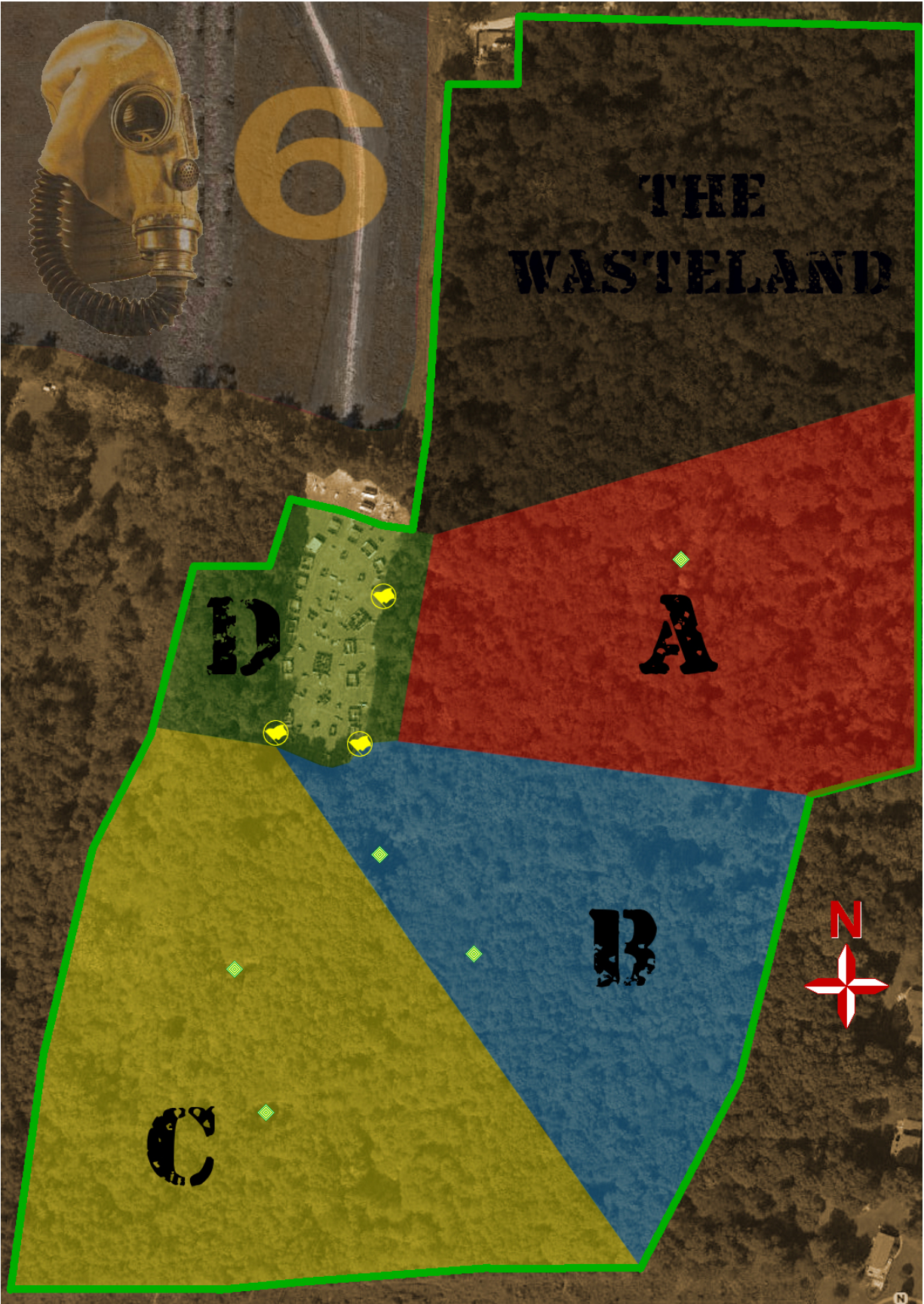
3: Hudson Union
6: Liberty Militia
9: Wastelanders
12: Staff/NPC 2: Alt. Staff
20: Reserved for emergency use

Operation Schedule

08:30-09:30 Sign-In and Chrono
10:00-10:30 Initial deployment
10:30-12:00 Phase 1 (Semi Only)
12:00-14:00 Phase 2 (Semi with mags)
14:00-16:00 Phase 3 (Full auto)
 Personal BBs OK
16:00-17:00 Debrief and Raffle

Phridum's HiCap Rule

Players must remove mags to wind
Players caught winding an inserted mag will
be called "hit" on their primary arm.



Release & Waiver of Liability Assumption of Risk & Indemnity Agreement



In consideration of Airsoft Armory, Inc. ("the Company") dba Zulu 24 furnishing a playing location, service and/ or equipment to enable me to participate in airsoft events, I agree and acknowledge:

1. I fully understand and acknowledge the (a) risks and dangers existing in and participating in such events and the use of airsoft equipment; (b) my voluntary participation in such activities or use of such equipment may result in injury or illness, including but not limited to, bodily injury, disease, strains, fractures, practical and/ or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that can cause serious disabilities (collectively referred to as "risks and dangers"); (c) these risks and dangers may be natural, manmade or caused by negligence of the landowner, the event promoter, the Company and/ or its employees, or agents or through the negligence of other participants, accidents, breach of contract, hazards or other causes. These risks and dangers may arise from foreseeable or unforeseeable causes; and (d) by my participation in these activities and/ or use of equipment. I hereby assume all risks, dangers and liabilities without limitation. I assume full responsibility for any and all injuries, losses and/ or damages, either in whole or in part, including the negligence or conduct of the land owner, the event promoter, the Company and its employees or agents.
2. I on behalf of myself, my personal representatives, other family members and heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify the landowners, the event promoter, the Company and its employees, officers or agents from any and all claims, actions, losses, injury, properly damage or loss, wrongful death, loss of service or otherwise which may arise out of my use of airsoft equipment and/ or participation in airsoft events. I specifically understand that I am releasing, discharging and/ or waive any and all claims or actions that I may have presently or in the future for any act, negligent or otherwise. I specifically understand that I am releasing, discharging and/ waiving any and all claims or actions arising from the conduct of the landowner, event promoter, Company and its employees, officers or agents.
3. I agree to be responsible for all damages of any Company property and/ or equipment. Furthermore, I acknowledge that the Company is not responsible or liable for any loss or theft of any personal property.
4. In consideration for the value received, I hereby give the Company and their photographers/ videographers the absolute right and permission to publish, copyright and use the pictures, images (including moving pictures) of me in which I may be included in whole or in part, composite or retouched in character or form. If the person photographed is under 18, I certify that, I am his or her parent or legal guardian and give my consent, without limitation, restriction, qualification or reservation for the foregoing on his/ her behalf.
5. At no time, will I verbally abuse others, use foul or abusive language or make threats towards any other person. While on the site, I will not make any physical contact with any person. Physical contact between event participants will not be tolerated and the Company reserves the right to reject any person who violates the Company's harassment policy.
6. I have read, understand and will abide by the Company's rules for airsoft events. I have received and participated in a safety briefing and event orientation. I will wear proper eye protection at all times.
7. The Company reserves the right to ask/ request or instruct a person or persons to limit their activity or interaction or leave the facility at any time and for any reason.

I HAVE READ, UNDERSTAND & ACKNOWLEDGE THE ABOVE WAIVER/ RELEASE AND BY SIGNING THIS DOCUMENT I AGREE TO ALL THE TERMS AND CONDITIONS, WITHOUT LIMITATION OR EXEMPTION. I RELEASE THE LANDLORD, COMPANY AND ITS EMPLOYEES OR AGENTS FROM ANY AND ALL LIABILITIES FROM ANY INJURY, PROPERTY DAMAGE OR LOSS AND/ OR WRONGFUL DEATH.

FILL IN, PRINT & SIGN THIS WAIVER COPY.

BRING THE COMPLETED & SIGNED COPY TO THE FIELD.

LAST NAME: FIRST NAME: CALL SIGN: AGE:

ADDRESS: CITY: STATE: ZIP:

CELL PHONE: EMAIL ADDRESS:

EMERGENCY CONTACT: PHONE:

MEDICAL CONITIONS OR ALLERGIES

I AM OF MAJORITY (18 YEARS OF AGE OR OLDER) & AGREE TO PLAY BY AND ABIDE BY THE RULES AND REQUIREMENTS OF THE COMPANY. THE INFORMATION I HAVE PROVIDED IS TRUEFULL AND ACCURATE.

PLAYER'S AFFIRMATION: _____ DATE:

IF THE PLAYER IS NOT OF MAJORITY, THEIR PARENT/ GUAADIAN, ACTING ON THEIR BEHALF, AGREES TO AND IS BOUND BY ALL OF THE TERMS AND CONDITIONS HERE IN WITHOUT LIMITATION.

GUARDIAN/ PARENT'S AFFIRMATION: _____ DATE:

TEAM SELECTION: ☐ ALPHA (US LED COALITION FORCES - GREEN) ☐ BRAVO (US RUSSIAN COALITION FORCES - TAN)

PLATOON SELECTION: ☐ PLATOON 1 ☐ PLATOON 2 SQUAD NUMBER: _____

SQUAD POSITION: ☐ SNIPER ☐ SPOTTER ☐ LIETENANT ☐ SARGENT ☐ RIFLEMEN ☐ HEAVY GUNNER ☐ MEDIC ☐ HAVE/ USING NVG

PLAY: ☐ FULL EVENT (3/1, 3/2, 4/5 & 4/6) WEEKEND: ☐ 3/1 & 3/1 OR ☐ 4/5 & 4/6 DAY: ☐ 3/1 ☐ 3/2 ☐ 4/5 ☐ 4/6

WARNING: Any person, who, with intent to defraud or knowing that he/she is facilitating a fraud against an insurer, submits an application or files a claim containing a false or deceptive statement may be guilty of insurance fraud.

OP:Fallout

PARTICIPANT AGREEMENT AND RELEASE OF LIABILITY

THIS FORM MUST BE READ AND SIGNED BEFORE THE PLAYER IS ALLOWED TO PARTICIPATE. In consideration for of being allowed to take part in any way in the sport and activities of airsoft ("EVENT") furnished/managed by Airsoft Armory Inc. dba Zulu24 ("FIELD"), I acknowledge and agree as follows:

1. I agree that MOONDOG INDUSTRIES LLC, NYC AIRSOFT members, and event sponsors: Evike.com Inc., AIM Sports, Elite Force, G&P, King Arms, WE USA, G&G, Polar Star, KWA, Matrix, CAA, AIM TOP, Eagle Peace, Echo1, Condor, Phantom Gear, ZShot, APS, Mission First Tactical, Salient Arms International, Valken, NcStar, Marui, Angel Custom, Palco Sports, and Propper (hereafter collectively referred to as "RELEASEES") are guests of the FIELD and attendees of the EVENT and are not and cannot be responsible for any injuries or damages occurring related to or arising from sponsorship or promotion of the EVENT.
2. Major dangers and risks exist in my use of airsoft equipment and my participation in airsoft activities and that these risks and dangers may arise from foreseeable or unforeseeable causes.
3. My participation in such activities and/or use of such equipment may result in my injury or illness including but not limited to bodily injury, disease, strains, fractures, partial and/or total paralysis, eye injury, blindness, heat stroke, heart attack, death or other ailments that could cause serious disability.
4. My participation in such activities and/or use of such equipment may result in destruction, damage or theft of my property.
5. These risks and dangers may be caused by the negligence of the FIELD, their facilities, their officers, officials, agents, employees, volunteers, RELEASEES, the negligence of the participants, the negligence of others, accidents, breaches of contract, the forces of nature or other causes.
6. By my participation in these activities and/or use of equipment, **I hereby assume all risks, dangers and all responsibility for any losses and/or damages, whether caused in whole or in part by the negligence or other conduct of the RELEASEES, or by any other person.**
7. I agree to obey all safety regulations, game and club rules, and to obey all event directors and referees. Any failure to comply with the rules, regulations, and event instructions will result in penalties ranging from a warning or suspension to expulsion from the event and further activities and revocation of rights and privileges to access future EVENTS.
8. Event/field fees/deposits required to participate are non-refundable, except at the sole discretion of the event producer or venue.
9. I hereby consent, without further consideration or compensation to the use (full or in part), to all video and photographs taken of me and/or recordings made of my voice and/or written extraction, in whole or in part, for the purposes of illustration, broadcast, or distribution in any manner, may be used by the RELEASEES for the purpose of promotion and marketing.
10. I, on behalf of myself, my personal representatives assigns, next of kin, and my heirs, hereby voluntarily agree to release, waive, discharge, hold harmless, defend and indemnify the RELEASEES from any and all claims, actions or losses for bodily injury, property damage, wrongful death, loss of services or otherwise which may arise out of my use of airsoft equipment or my participation in airsoft activities, I specifically understand that I am releasing, discharging and waiving any claims or actions that I may have presently or in the future for the negligent acts or other conduct by the RELEASEES.

I AGREE TO THE ABOVE WAIVER AND RELEASE OF LIABILITY: I HAVE READ, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT, AND SIGN IT FREELY AND VOLUNTARILY WITHOUT ANY INDUCEMENT.

First Name Date of Birth

Last Name

Callsign

Signature Date

This agreement will be effective for 12 months of date of signing.

THIS SECTION FOR PARENTS of playing MINORS (under age 18)

I, as parent/guardian with legal responsibility for this participant, do consent and agree to release and indemnify MOONDOG INDUSTRIES LLC and all other RELEASEES from any and all liabilities incident to his/her involvement in these EVENTS for myself, my heirs, assigns, and next of kin. **WARNING: Any minor who signs this document falsely is committing fraud.**

Adult's Name

Relationship to Player : Parent ☐ Adult Sibling ☐ Legal Guardian: ☐

Signature Date Phone: