

OPBB EAST 2015 QUICK REFERENCE SHEET

Game Objectives

- **Factions:** Collect 6 different blood stamps. Only Sample Collector may touch stamp.

Re-spawn

- **Faction Player:** Go to their Field Ref and join their Triage to respawn as directed
- **Embed:** 5-10 min between respawn calls
- **Tribal Player:** 5 min bleedout. Re-spawn out of sight of faction players and yell "Tribal Respawn"

Staff and Emergency Radio Channels

Players may NOT use radios unless ordered to by your CO. Players may only use the channels assigned to their faction CO/Embed

1, 2 & 19: Admin/Staff

20: National Emergency Channel. First Responder Use Only

Operation schedule

08:00-09:30 Chrono/Sign In

09:30-10:00 Greeting, Team Photos, Group Photos in Zaire City

10:00-15:00 Game

15:30-16:30 Final Battle

16:30-17:30 Raffle

Key things to Remember

- **Do NOT use your radio unless instructed by your Command or you are lost**
- No alliances or cease-fire agreements between factions
- Body, weapon or gear hits count
- Friendly fire counts
- When hit, get out of line of fire first, then wave your red rag and call out you are hit
- Don't shoot anybody closer than 15ft
- Dead Mean Don't Talk.
- Do not yell at enemy players for not calling hits, get an Embed to honor check.
- Do not separate from your team, keep track of your nearest TRIAGE
- Act like an adult and you will be treated like an adult
- IF LOST seek a field Referee or nearest Embed for assistance
- **Don't play to win, play to have fun**

Equipment Requirements

Guns will be spot checks during the game

- 400fps w/ .25g BB limit for full-auto capable weapons
- 500fps w/ .20g BB limit for bolt-action and weapons mechanically fixed to semi-auto
- 350fps w/ .25g BB limit for Zombie Game: pistols, shotguns, springers and Gas-In-Mag guns only. No AEGs or tank powered guns.
- P-Stars and HPA powered guns must be equipped with [TOURNAMENT style locks](#)
- **ALL PLAYERS must wear hard lower-face protection: mesh, foam rubber, or plastic masks**
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection worn under it

- Barrel Condom/Blockers for all rifles (socks or gloves on a barrel do not count)
- Red "dead" rag
- [Nametape with your name/callsign](#) or duct tape with written callsign on your vest or helmet
- >2 quarts water/hydration
- Field rations (bring your own food)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece
- FRS/GMRS Radios are required safety equipment. Do not use unless ordered to by your CO.
- Team Uniforms will be strictly enforced. Read list here: <http://tinyurl.com/n7y8nss>