

The background of the entire page is a dark, grainy, black-and-white photograph of an airsoft player in full tactical gear, including a helmet with a night vision device and a large airsoft rifle. The player is positioned in the center, slightly to the left, and is looking towards the camera. The text and logos are overlaid on this image.

**ARE YOU READY FOR THE CHALLENGE?**

AIRSOFTPACIFIC.COM



# *Airsoft Pacific CQC Challenge*

*Player Handbook*

**v1.0**

*Sniperzden, St. Paul*

*November 18, 2017*

# Hallo Airsofters!

**Get ready for a new kind of airsoft fight in the Pacific Northwest.** This game will challenge all your airsofting skills, ability to work as a team under pressure, & attention to detail to complete your objectives.

**This document outlines the events of November 18th at Sniperzden & provides specifics on the three action scenarios.** *Each team will begin at the staging area & proceed to a briefing. They will be given a quick overview of the scenario & time to plan. The team is then immediately launched into action. Score will be kept by admins as each team negotiates the scenarios & completes (or fails) objectives.*

**This event is sponsored by Evike & Camp R&R.** *The winning team will receive FOUR free passes to airsoft at Camp R&R. One lucky raffle winner will receive a full-metal & real wood AK-47 by CYMA, courtesy of Evike.*

**Now is a good time to brush up on your close quarters engagement tactics!** No previous experience is required & this is a great way to learn the ropes. We look forward to having you on the field!

Stay tuned,



## **SCHEDULE**

08:00 - 09:30..... Registration & Chrono  
09:30 - 10:00..... Safety Briefing  
10:00 - 11:30..... SCENARIO 1  
11:30 - 12:00..... Field Resets  
12:00 - 13:30..... SCENARIO 2  
13:30 - 14:00..... Field Resets  
14:00 - 15:30..... SCENARIO 3  
15:30 - 16:00..... Team Scoring Review  
16:00..... Winners Announced

## **GAME MECHANICS**

**Teams of four players will enter each scenario.** Time limits will be 90 minutes divided by the number of teams that attend the game & must include briefings as well as scenario resets.

**Each team will have an Admin Medic that can heal wounded players.** Teams are allowed THREE HEALS during Scenarios 1 & 2, and FOUR HEALS in Scenario 3. Healing will be accomplished via white heal rags provided by Airsoft Pacific.

**Each team will be issued tools to negotiate obstacles or complete objectives.** These include scissors, screwdriver, pliers &/or other basic tools. Teams begin each scenario (except #3) by kicking in the door at the insertion point & ends each scenario in the Extraction Point.

**Each player is allowed to carry approximately 90 BBs for their primary replica to be measured out by Admins in the staging area.** This will be accomplished by having players pour their BBs into a cup that has been measured to hold 90 BBs. Players can use any configuration of magazines for their allotted BBs as they wish. In addition, players will be allowed to carry TWO pistol magazines should they desire. Pistol ammunition DOES NOT count as a part of their 90 primary BBs.

**Flash bangs "stun" OPFOR for THREE SECONDS.** If you are concerned about your hearing, it is advised to bring your own hearing protection to the field on game day.

**Camera crew will be present at all times.** This includes an airborne video drone that will be filming the action overhead the structures. They will make their best attempts to stay out of the direct line of fire but please do NOT shoot them. Thanks.

## GAME MECHANICS (cont'd)

**There are 4 stages of each scenario every team will complete:**

1. PCC/PCI (pre-combat checks/inspections) - pick leader if not already identified
2. On Deck and Planning (this will be the first time the objectives are shared and any necessary tool/supplies will be provided)
3. Running the scenario / following orders
4. Cool down (debrief, Team based AAR)

*Any team waiting to be called to their scenario has the opportunity to prepare by training in room clearing, an instructor led bounding drill, target practice at the range, or other activities that do not disrupt teams in scenarios. Teams will be called over the radio when it's time for Stage 1.*

**Elements in scenarios include kick-in "doors", non-combatants, trip mines, claymores, electrical fences, & movable water jugs.** Kick-in doors are plywood sheets that cover doorways & will be either kicked or rammed by entry teams. Non-combatants are unarmed "civilians" planted in a scenario (points off for shooting them). Trip Mines are .22 Sentry Alarm Mines that use trip wires & "kill" the player who sets them off, OR they can be disarmed. Claymores are the actual remote detonated airsoft claymore BB bombs. Electrical Fences are red yarn obstacles that prevent teams from entering specific areas but can be cut using supplied scissors. Movable Water Jugs are simply that -- they block pathways & teams may move them to proceed thru the scenario.

**OPFOR & Admins will be responsible for resetting each scenario between team runs.**

## GEAR & EQUIPMENT REQUIREMENTS

- \*\* Full face protection is mandatory including wire, stamped steel or hard plastic -- no cloth shemagh's, fabric wraps, or mouth guards allowed unless used in conjunction with approved protection devices.
- ANSI Z87 EyePro (goggles or full seal is suggested)
- RIFLE, assault-style, pistol, & shotgun ok! \*\*No Sniper or DMR
- FPS Requirements Max 360 with 0.25 (400 w/0.20g)
- Adjustable FPS replicas will be set to 315 with 0.25
- All rifles & Co2 pistols will be chrono'ed with 0.25

**\*\* One member of each Fire Team as well as OPFOR actors must have radios**

## ROE

**- \*\*Semi auto only, no auto or 3 round burst \*\***

- Mid-Cap / Real-Cap are highly encouraged. Hi-Caps are ok. NO BOX MAGS.
- Always aim for center mass, no head shots -- *these are real friends in the community that have volunteered to be shot all day as OPFOR. Please give them additional respect.*
- No safety kills, but if you get the drop on someone, please consider just doing a Bang, Bang, don't shoot them - details to be covered in safety briefing.



# SCORING

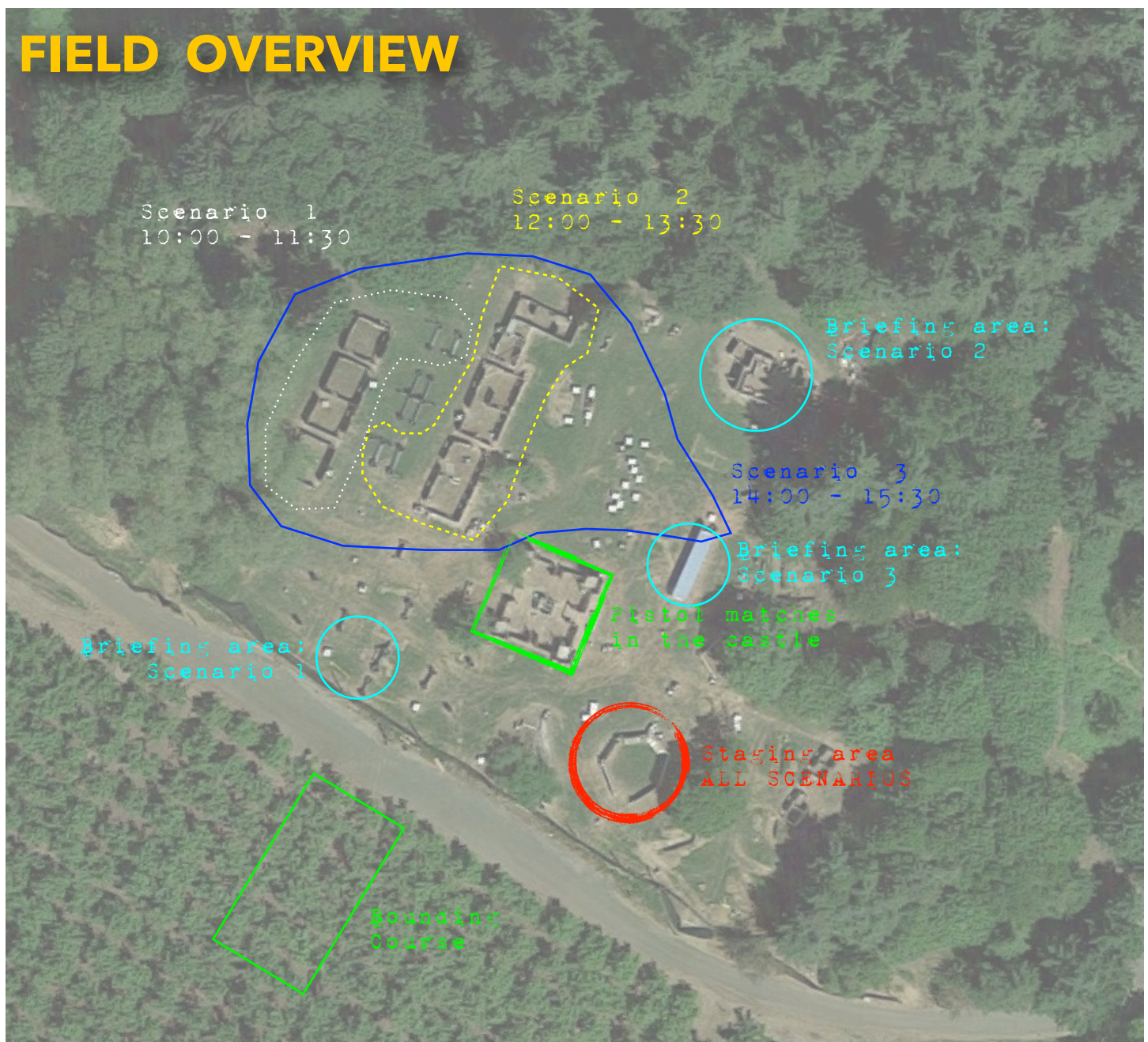
**The CQC Challenge point system is BASE 1.** This means that each objective completed is worth one point. Each OPFOR eliminated is worth one point. Every team member alive in the Extraction Point at the end of the mission is valued at an additional point. Minus one point for every non-combatant KIA. *The team with the most points at the end wins (duh).*

**\*\* BOMB DISARMING MECHANICS CURRENTLY UNDER DEVELOPMENT \*\***

**In the event of a tie, the teams will face off in the the castle in a game of Elimination with no healing or respawning.** No safety kills allowed.

**The winning team & statistics will be announced no later than 1600HRS.**

## FIELD OVERVIEW







# SCENARIOS

## I. OPERATION GOLDEN GOAT


Time limit: TBD

- (1) Rescue the HOSTAGE (radio in “Hostage secure”)
- (2) Escort hostage to extraction point
- (3) Eliminate hostiles


A civilian is being held hostage by the bad guys. Teams must eliminate hostiles, locate the HOSTAGE's position, & make the rescue by bringing her to the extraction point. Any team member can escort the hostage. The hostage must be escorted alive to the extraction point. *If the hostage is shot, she can be healed once. If the hostage is killed, the team cannot complete primary objective!*

SCENARIO 1  
OPERATION GOLDEN GOAT


LEGEND




INSERTION POINT




KICK IN DOOR




OPFOR




NON-COMBATANT




OBJECTIVE - H, B, M




WATER JUG



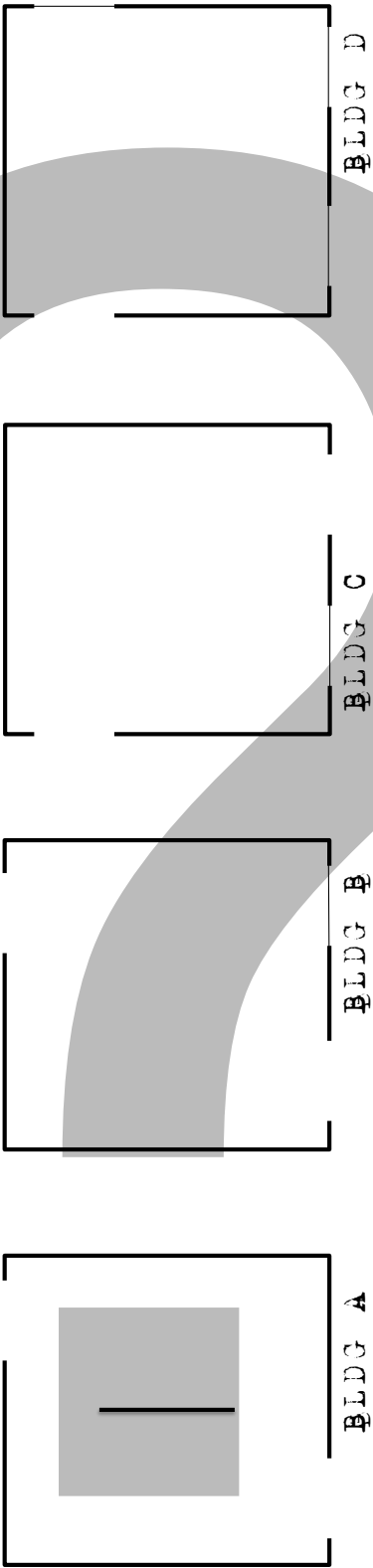
TRIP MINE



CLAYMORE



ELECTRICAL FENCE





## II. OPERATION HEADBAND

Time limit: TBD

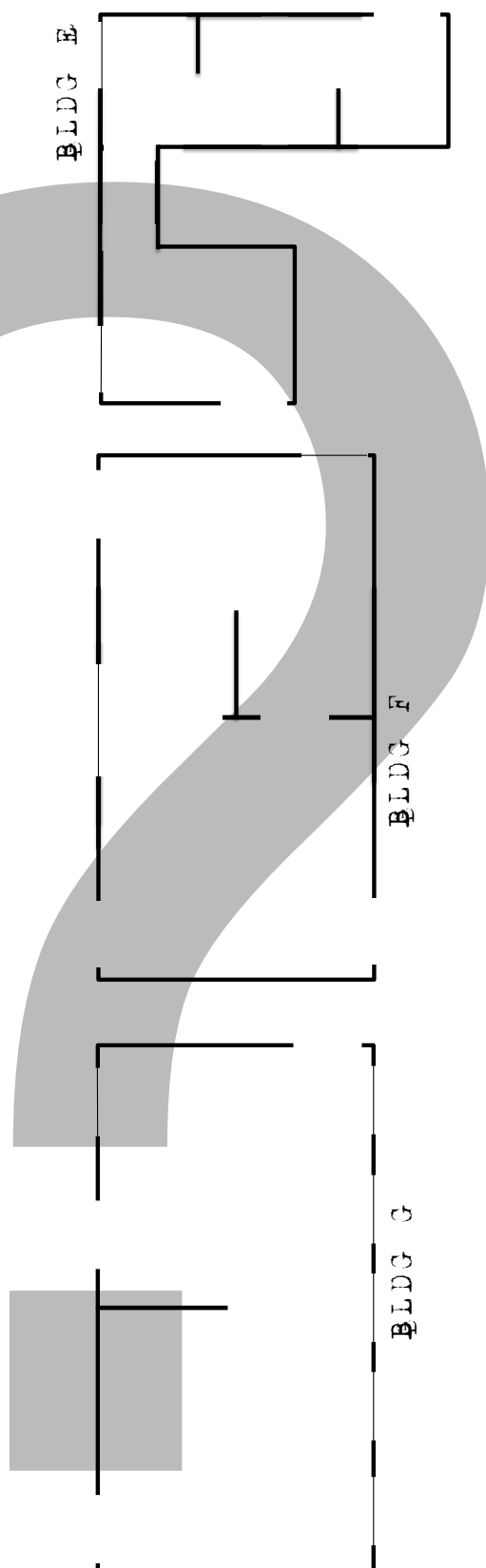
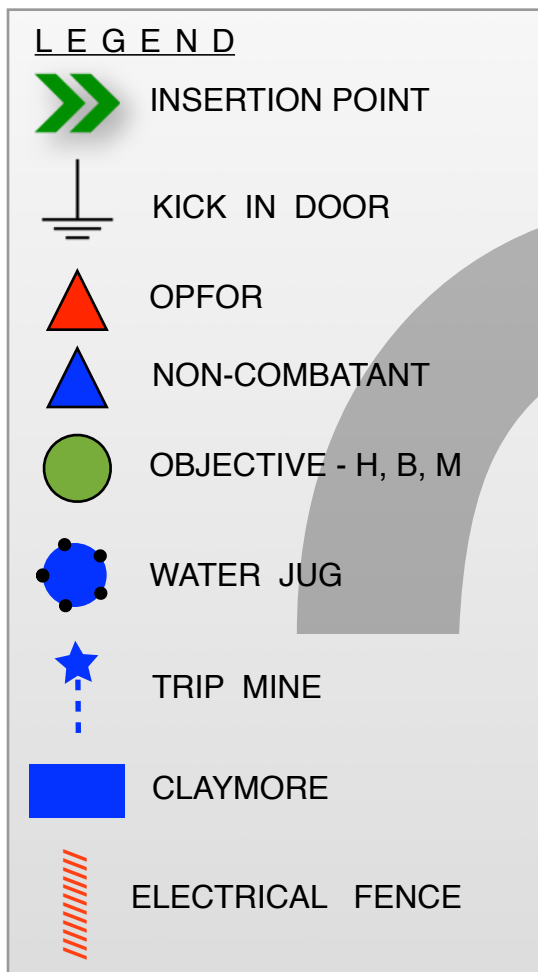
Special personnel: DEMOLITIONS

- (1) Locate & disarm the MISSILE (radio in “Missile disarmed”)
- (2) Locate & disarm the BOMB (radio in “Bomb disarmed”)
- (3) Eliminate hostiles
- (4) Proceed to extraction point

A MISSILE & a BOMB are located somewhere in the arena. Bad guys are on patrol. The team must locate the explosives, as well as protect the DEMOLITIONS SPECIALIST while he disarms them. *After completing (or failing) objectives, the team proceeds to the extraction point.*

# SCENARIO 2

## OPERATION HEADBAND



### III. OPERATION LUCKY CHARMZ

Time limit: TBD

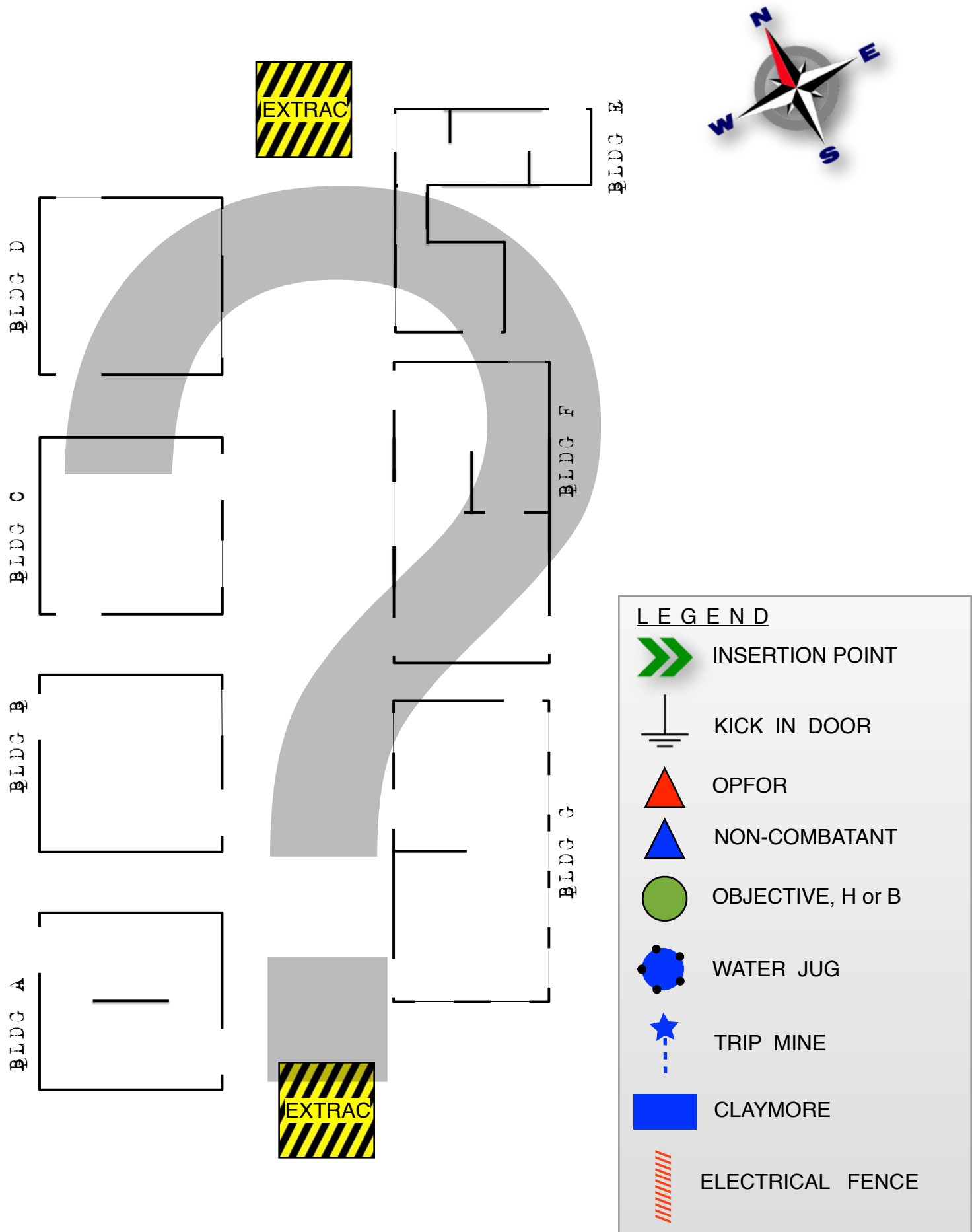
Special personnel: DEMOLITIONS

- (1) Locate & heal VIP (radio in “VIP secure”)
- (2) Locate & disarm BOMB #1 (radio in “Bomb #1 disarmed”)
- (3) Escort VIP to extraction point
- (4) Locate & disarm BOMB #2 (radio in “Bomb #2 disarmed”)
- (5) Eliminate Hostiles
- (6) Proceed to extraction point



A VIP is tied to a chair in a known location. Teams must fight their way to the VIP. *If the VIP is shot, she can be healed once.* The team’s DEMO SPECIALIST must disarm both BOMBS & the VIP must be escorted alive to the extraction point. These objectives can be completed in any order. *Team moves to extraction to complete the mission.*



SCENARIO 3  
OPERATION LUCKY CHARMZ



## **CQC CHALLENGE ADMIN & OPFOR HANDBOOK v1.0**

 THIS DOCUMENT MAY UNDERGO FURTHER REVISIONS PRIOR TO GAME DAY. UPDATED VERSIONS WILL BE LABELED AS v1.1, etc., FOR THE DURATION OF THIS EVENT. 

THE AIRSOFT PACIFIC TEAM WILL BE NOTIFIED OF UPDATED HANDBOOK VERSIONS AS THEY ARE MADE AVAILABLE

SIGN UP AS AN INDIVIDUAL (\$20/ea) OR TEAM (\$70/team discount for advance registration) VIA [www.AIRSOFTPACIFIC.com](http://www.AIRSOFTPACIFIC.com) ON THE GAME THREAD. POST ANY FURTHER QUESTIONS ON THE GAME THREAD.

**SEE YOU ON THE FIELD!**