

# Operation: Last Refuge Homecoming

*Storm Riders Airsoft Event hosted by Frontline Action*

## WARNO:

After the aftermath of the events which took place back in May, the local village of Robin Sage managed to barely survive a toxic nerve agent which was released on the village. Most of the villagers were unfortunately killed, however some managed to survive. It turns out some of the villagers have a natural immunity to the poisonous gas. A local scientist has been able to allegedly develop a vaccine using blood from some of the locals.

**The Alliance of Confederated Municipalities [ACM]** have continued to operate heavily in area ever since pushing out **The People's Republic of Newfoundland [PRN]**, ACM has been monitoring the local village and heard reports about the vaccine, ACM Command has decided to further investigate these reports and figure out if they are true, who the scientist is developing the vaccine and how much of the vaccine has been produced if any.

Meanwhile local villages have grown tired of all the war happening in the region and have decided to rebel against all local forces, both PRN and ACM alike. All neighboring villages have created an alliance called the **The Citizen Defense Front [CDF]**, who will attempt to push out the ACM but also learn more about this vaccine with hopes of it being true so they can distribute it among the all the villages in the region to prevent any sort of mass genocide from happening again due to this poisonous gas.

**Event Format:** Operation Last Refuge Homecoming is a milsim-style objective-based airsoft experience, where two teams will attempt to complete their objectives in the area of operation over 5 hours.

|                                           |           |
|-------------------------------------------|-----------|
| <b>Objective</b>                          | <b>3</b>  |
| <b>Rules</b>                              | <b>4</b>  |
| Safety Rules                              | 4         |
| Airsoft Replica Rules                     | 5         |
| Grenade Rules                             | 6         |
| <b>Operation Gameplay Rules</b>           | <b>6</b>  |
| Basics                                    | 6         |
| Hit Rules                                 | 7         |
| Wounds                                    | 7         |
| Respawning                                | 8         |
| Commanders                                | 8         |
| Medics                                    | 9         |
| Forward Operating Base (FOB)              | 9         |
| Airlifted Reinforcements                  | 9         |
| <b>Village Rules (NEW FOR THIS EVENT)</b> | <b>10</b> |
| Store                                     | 10        |
| Laws and Law Enforcement                  | 11        |
| <b>Sportsmanship Rules</b>                | <b>11</b> |

# Objective

- The objective for both teams at the end of the scenario is to have accumulated the most Victory Points (VP) by holding Control Points (CP's), and completing missions that will occur throughout the scenario.
  - Risks are involved as some missions may yield benefits in addition to VP, but at the risk of a deduction of points if a mission is botched or failed.
- There are 4 CP's (coloured pylons) in the area that teams will attempt to control.
  - To control a CP, your team's pylon (green or tan) must be stacked on top of the other pylon so only yours is visible.
- Each CP is worth 1 VP and is tallied when HQ calls your commander for a SITREP every hour. A total of 20 VPs are therefore available to be earned from CPs throughout the entire scenario.
- If your team is able to accumulate 16 VPs from Control Points alone, you win the game outright, regardless of other factors.
- Each player will be given a playing card at the start of the game. If an enemy player gets to a player that is bleeding out and tags him, that player must give him his playing card and proceed immediately to respawn. Once the enemy player returns that card to their commander, it can be called in for an immediate award of one (1) VP, up to a maximum of three (3) VPs total for the entire scenario.
- Each team will have their own starting area, called a Forward Operating Base (FOB) which will serve as their respawn area.

# Rules

*While participating in this event, players are expected to adhere to rules that provide both a safe and enjoyable environment, as detailed below. Be aware that players must abide by ALL rules enforced at Frontline action, failure to comply with game regulations may result in ejection from the field.*

## Safety Rules

- There are NO safe areas on the field, and your field-acceptable eye protection must remain on at all times. If you need to remove your eye protection for ANY reason, you must leave the field. No exceptions!
  - The only safe zone for this operation is the parking/admin area, once you step on the field you will constantly be immersed in the game.
- Players must obey all rules detailed in this brief and participants who are found purposefully breaking safety rules, cheating or disrespecting game staff and other players will be ejected from the game, with no refund.
- Players are required to follow ALL Frontline Action rules at all times, including rules regarding eye protection, acceptable devices, etc.
- **NEW FOR 2025** - Players are required to attend one of the safety briefings. After the briefing, players will be given an armband to indicate they have attended. At any point, players may be asked to present their armband during the game. Failure to do so will result in immediate ejection.
- Players should keep the spirit of the game in mind, and if unsure how to act in a situation, should use their best judgment and keep the spirit of the rules in mind. Players must not try to “game” the scenario.
- Players using a programmable radio must ensure to use only FRS/GMRS frequencies, even if they are licensed to do otherwise.
- In the event of a real emergency on the field a cease fire will be called by using the phrase “**NO DUFF**”. When players hear “NO DUFF” they must repeat the call out loud and/or on the radio, safety their airsoft replicas, remain in place and wait for further instruction.

# Airsoft Replica Rules

- This event will use modified Frontline Action velocity limits and replicas will be chronographed before the start of the game. Any airsoft gun exceeding field limits will be disallowed from play.
- Players will use replicas fitting into the following categories any time they are on the field and in play, but may change the type of replica they wish to use at their team respawn/FOB:

**Rifleman** - Applies to ALL players who do not have a special role as defined below

- May ONLY operate in SEMI-AUTO mode - one trigger pull fires one BB
- 1.59J MAX velocity

## **Designated Marksman Rifle (DMR)**

- May ONLY operate in SEMI-AUTO mode - one trigger pull fires one BB
  - Must also be semi-locked, to prevent any accidental full-auto
- 1.99J MAX velocity with 50 foot minimum engagement distance
- Minimum barrel length is 16"
- A magnified tube optic is required (no flip down magnifiers)
- Limited number of slots. 1 for CDF and 3 for ACM

## **Squad Support Weapons (SSW)**

- Must be a replica of a "squad automatic weapon" currently or formerly used as a military weapon, for example: M249/C9, M60, MG36, RPK, PKM, and others.
- May operate in FULL-AUTO mode, but no faster than 30 rounds per second
- 1.59J MAX velocity
- Box/Drum/C-Mag is required
- Limited number of slots. 1 for CDF and 2 for ACM
  - If there are not enough replica SSW to fill the slots, regular rifles with a box mag will be allowed.

## **Submachine Gun (SMG)**

- Must be a replica of a "pistol caliber" submachine gun style weapon, for example: MP5, UZI, MP40, KRISS Vector, UMP45, Thompson
- May operate in FULL-AUTO mode
- 0.99J MAX velocity
- Operators of an SMG are not allowed to have a dual role - if you want to swap your SMG, you must go back to your FOB.
- No limit on numbers

## **Bolt-Action Sniper Rifle (BASR)**

- 2.09J MAX velocity with 100 foot minimum engagement distance
  - Must carry a secondary replica (sidearm) to engage targets within MED
- When engaging through a bottom floor window, the barrel must stick out from the window or door, to prevent someone from accidentally running in front of them.

- Blind Firing is absolutely prohibited - you must always be looking down your sights while firing.
- Training knives and other handheld weapons must be inspected by game staff prior to usage to ensure they are safe. These weapons act the same as a 'Bang-Bang'.
- The usage of shields is prohibited for this scenario.

## Grenade Rules

- BB-firing grenades, such as Tornadoes or GBR spring grenades are permitted.
- Sound grenades which output sound at no more than 120 decibels are permitted.
  - As such Bang22s and ThunderBs are not permitted.
- All grenades have a “kill radius” of 15 feet - visually, approximately the size of a regular car.
  - If a grenade goes off within 15 feet of you, or one car length, and you are not in cover, you are considered hit.
  - If you are inside a building and a grenade goes off in the same room as you, you are considered hit.
  - A BB does NOT actually need to hit you.
  - The grenade DOES need to go off - a dud grenade does not count.
- Pyrotechnic grenades (eg: Taginn) are prohibited, with the exception of smoke grenades of the type sold at Frontline only (Enola Gaye, etc)
- Launchable grenades are restricted for players during this event. Each team may assign 2 team grenadiers who are permitted to carry 12 GL rounds. This goes for both undersling and standalone GLs. DMR and SSW roles are NOT permitted to also be grenadiers Smoke grenades & throwables are NOT restricted.

## Operation Gameplay Rules

### Factions

- Players will register as one of two teams - CDF (Civilian / Mixed Attire or ACM (Green)
  - Green camos are primarily green and include: CADPAT, M81, OD, Flecktarn, etc.
  - Tan camos are primarily tan and include: Multicam, DCU, Coyote, MARPAT/AOR1 etc.
  - Civilian Attire Includes: Jeans, Flannels, etc
- Players will be required to have appropriate camouflage clothes for the team they are on. If they do not have appropriate camo, they will be given an armband.
  - Gear colour does not matter. Only BDU tops and helmet/head

## Citizen Defense Front - CDF

The Citizen Defense Front represents a militia group which was formed with the sole purpose of displacing and rebelling against all governments in the Newfoundland region. While the CDF lacks the large scale military resources that the PRN and ACM have, they make up for it with vast experience in guerilla warfare, which have managed to help them take control of many small areas throughout the region. Consequently they see many more joining their ranks every day in the hope of creating a Newfoundland for the people.



**Acceptable camos:** Flat colors such as Black, Tan / Coyote Brown, Civilian attire such as Jeans, Flannel, etc  
**Gear color DOES NOT MATTER.**

## Alliance of Confederated Municipalities - ACM



The ACM represents a broad coalition of opposition forces in the Republic of Newfoundland. Backed by a coalition of dissident military units and sympathetic factions within the security apparatus, the ACM has seized control of several key cities and strategic locations and declared themselves the legitimate government of Newfoundland.

**Acceptable camos:** CADPAT, Flecktarn, Partizan, MC Tropic, M81, DNC, M90, Ranger Green/OD. Gear color DOES NOT MATTER.

### Mortar Support [New for this Event]

- The ACM has short range mortar support which will be available at random times.
- Mortars require limited ammunition to use.
- Mortars will work as follows:
  - Game staff will announce the incoming mortar verbally as loud as possible
  - Players have 15 seconds to clear out of the area until the mortar strikes. The radius of the mortar strike is 10m (33ft)
  - Any players in the area, as judged by game staff, will be considered fully dead, must pull their dead rags, and wait 5 minutes before proceeding to respawn.



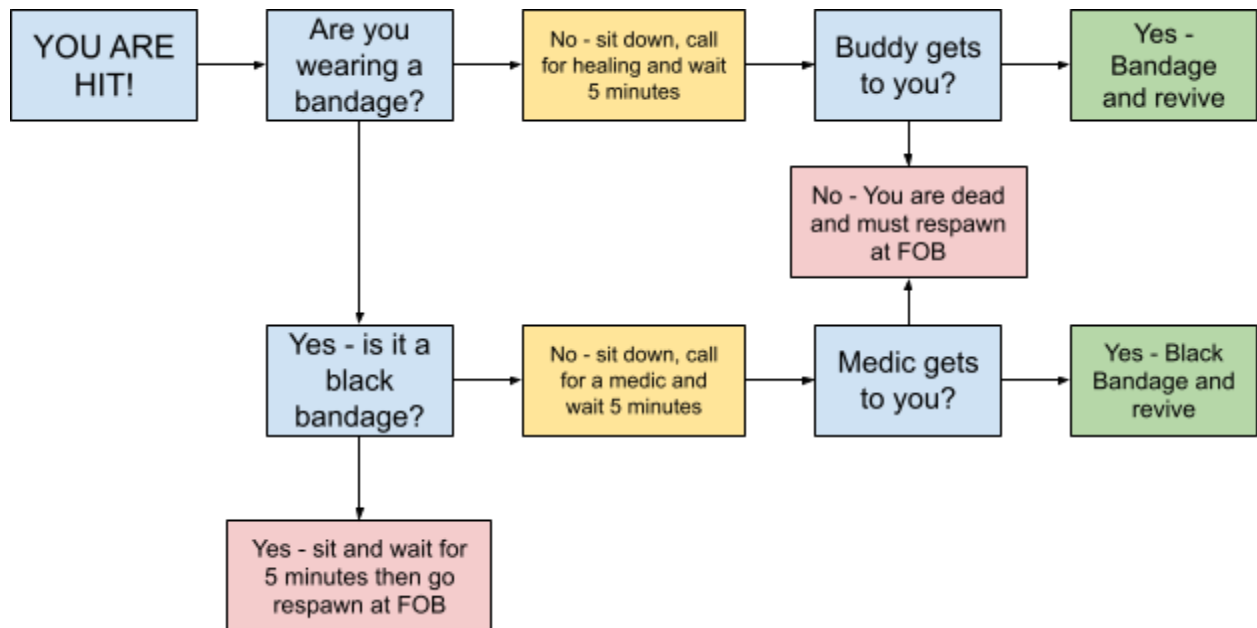
## Hit Rules

- When you are hit by a BB, you must call "HIT!" loudly and visually indicate you are hit, by putting your hands in the air or putting on a dead rag, if you have one.
  - It is acceptable and encouraged for players to yell hit many times and wave their arm/dead rag around to aid other players in understanding they have been hit.
  - Hits from grenades (see the Grenade Rules above) are treated exactly the same way as hits from BBs.
- Friendly fire and gun hits count as hits. **Be honest, don't check, don't get mad, just call it!**
- Ricochets do not count as hits
- Players **MAY NOT** act as though they are hit in an attempt to fool the enemy, nor are they to interact with dead players, including talking, shooting or otherwise using dead players to their advantage.
- Dead players may not interact with active players.
- Bleeding players may **ONLY** tell their team they are hit (verbally or on the radio) and call out for a medic to help them.
  - Do not use your time as an eliminated player to spy on the enemy or use your body to block incoming fire - sit or lie down if you are in the way while bleeding out.
- Bleeding players may be "searched" by enemy players.
  - To "search" a player, simply tell them *"I am searching you"*
  - They must turn over any in-game items they are carrying.

## Wounds

Operation Last Refuge Home Coming will use a combination buddy aid and medic system that works as follows:

- When a player is hit, they must sit down in place and wait for their 'bleed-out' time of 5 minutes which they **MUST** stay for.
  - Players are encouraged to wear a watch, or set a timer on their phones.
- If a friendly player reaches a wounded player before their 5 minute bleed out, they may render "buddy aid" by tying the wounded player's personal bandage **or Special FX Airsoft Tourniquet** around that player's arm. The wounded player is now back in the game.
- If the wounded player is already wearing a bandage, they need to be healed by a TEAM MEDIC.
- TEAM MEDICS have a limited supply of special bandages that can be applied even if a wounded player has already been buddy healed.
- If there are no special bandages left, or the TEAM MEDIC does not reach the player in time, the player is dead and must return to respawn.
  - The player **MUST** still wait 5 minutes before returning to spawn, even if they know a medic will not reach them.



## Respawning

Respawns will occur in regular waves at each team HQ area.

- Players who are in the HQ area when a respawn is called may re-enter the game at that time.
  - Players have 5 minutes to re-enter the game once the respawn is called - if they need more time, they must wait for the next wave.
- The last respawn call for the day will be no later than 15 minutes before the end of the game.
  - Players who are killed after the last respawn call may return to their spawn to pack up, and leave the field.

## Commanders

- Each team will have a commander. The commander will be responsible for organizing their team as they see fit, and will be the one giving the orders throughout the day.
- The commander will receive missions from HQ and decide what missions their troops will go on, if any.
- The commander may be killed just like any other player and securing the commander's intel card is worth three (3) VPs
- If a commander is dead when HQ calls for a SITREP, no VPs will be earned.
- The commander is also responsible for addressing and correcting any gameplay issues with their team, including hit calling reports, non-compliance with the rules, etc.

## Medics [New for this Event]

- ACM will have one (1) medic per ten (10) players CAPPED at 2
- CDF will have one (1) medic per six (6) players CAPPED at 4
- Team medics will carry up to five (5) black bandages to heal friendly players.
- If they run out of bandages, they may refill them from available bandages at their FOB.
- This supply of bandages will be limited, and medics will need to ensure bandages are returned after use.

## Forward Operating Base (FOB)

- Each team will have a FOB that will serve as a staging area as well as their respawn point.
- FOBs cannot be attacked or captured by the other team.
- Spawn camping and FOB attacks are not permitted and should be reported to game staff immediately for corrective action. Players who attack the other team's FOB will be sent to respawn by game staff.
- In other words, there is no gameplay reason to attack the enemy FOB.

## Village Rules (NEW FOR THIS EVENT)

### Toxic Nerve Gas Exposure

- The village has been covered with a toxic nerve agent which prevents anyone from entering the village for long periods of time. The toxic zone will be marked off with RED DANGER TAPE, players are NOT permitted to fire into / through the taped off area, as the taped off area is considered an impassable wall. Players may potentially enter the village for a MAXIMUM of 8 minutes. Village Guards will monitor how long a player has been in the village for. Once 8mins has passed the exposed person if still in the village will automatically be killed and unable to be revived. They will still be required to still wait the 5min timer before returning to the FOB to respawn.
- Some buildings inside of the toxic zone have been "positively pressurized" by the locals. So being inside of these buildings will pause your exposure timer. Jail, Store and Clinic
- Once a player has entered the village and left, they will be required to wait 30 minutes before they can reenter the village again due to exposure to the nerve agent, if caught doing so the player will be automatically eliminated. If caught a second time the player will be ejected from the game

- The villagers are immune to the nerve agent thanks to natural immunity
- The scientist is the ONLY person allowed to administer a vaccine for the nerve agent during this event. The scientist will keep a list of those given the vaccine (if any). The vaccine will be a wristband which once administered must be worn! You cannot give your wristbands to other players as this will be deemed cheating. Caught doing so will result in ejection from the game!
- Players may be able to earn vaccines from missions throughout the day, however, the vaccine may still only be administered by the scientist

## Store

- The villagers have a general store where players can use in-game currency to buy certain items.
- The variety, stock and cost of items can change throughout the day, but may include:
  - Black medic bandages
  - Water
  - Food (snacks)
  - Other rare / special items
- The store owner reserves the right to deny service to anyone, for any reason, so try and keep him happy.

## Laws and Law Enforcement

- **NEW FOR 2025**
- The villagers have their own set of laws and Guards who enforces them.
- Guards have the authority to detain and hold anyone, without due process, and hold them in the village jail.
- The following offenses are punishable by summary execution:
  - Brandishing a weapon towards a villager while inside the village
  - Killing or attempting to kill a villager while inside the village
  - Resisting arrest by the Marshall or one of his deputies
- Players who are summarily executed do not respawn as normal. They instead go to the village hospital and wait for the doctor to revive them.
  - Any black bandages or other in-game items the player was carrying are confiscated by the villagers and are not returned to the team

## Sportsmanship Rules

- If you suspect someone is not calling their hits, or otherwise breaking the rules, advise Game Staff of the specific player you are having an issue with, but continue to play as normal.
- It is **not acceptable** to shout at an opponent to call their hits.
- **Even if you think someone is not calling their hit, you must still call yours.**
- There are many reasons why you might not be successfully hitting an opposing player, even though it might seem like you are. If you decide to cheat because you think they're cheating, you're only **turning yourself into a cheater**, and not fixing the problem.
- If the roles were reversed, you would want the other player to give you the benefit of the doubt, so show good sportsmanship, play fair, and call your own hits.
- Under no circumstance should you confront another player, and doing so can and will lead to your ejection from the game. If you have an issue with another player, raise it with Game Staff.