

STAG HUNT 2025



PREY NO MORE

STAGOPS TRAINING AND DEVELOPMENT

This WARNORDER will help you prepare for the event as thoroughly and early as possible. The WARNO will be updated throughout the announcement-ticketing-event process as new information arrives. Please read it through and ask any questions you have remaining in the STAGOPS Discord channel for this event so that your answers may benefit others. Thank you!

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EVENT TYPE-

TRAINING & DEVELOPMENT- for all players, including especially the new/young/struggling. We are not here to play ego games with you, there will be no “DI/Drill Instructor” shenanigans.

EVENT DATE/TIME- April 12 & 13 (you may arrive Friday, April 11 to camp if needed.)

Check in is 07:00-08:59 FIRM, do not arrive late! Training is rain/Shine, so dress accordingly.

Training classes are hard to pin to a schedule but will run all day Saturday into the night.

Classes will resume Sunday morning and run into afternoon. No classes are optional, you must plan to take all of them. Late arrivals or early departures are not refundable.

EVENT LOCATION-

Cole's Family Farm Airsoft, 492 River Rd, Dayton, ME 04005

EVENT COST-

\$45, includes parking and camping as well as instruction.

OPTIONAL COSTS-

Sorry for the FOMO but to keep the costs of this event as low as possible we are selling the following skill tabs separately (ON SITE ONLY NO WEB ORDERS) to ensure you pay as little as you want to. This is the only event this year where you can purchase the following antler skill tabs for \$5 each-

TRAINING AND DEVELOPMENT- Feather

INDIVIDUAL SKILLS- SFDL,

SQUAD TACTICS- FFFR,

LOW/NO LIGHT- NLNP (Might be available at other events later this year if we offer additional night training.)

WAIVER LINK(s)-

[COLES WAIVER- \(Click link to current waiver\)](#)

[STAGOPS WAIVER \(Click link to current waiver\)](#)

[TICKETING LINK- \(LIVE UNTIL SOLD OUT OR 4/9.\)](#)

BACKGROUND-

Real world military (Infantry) veterans, civilian response, and subject matter experts- each w/ decades of airsoft experience- will guide you through all relevant individual, equipment, small unit, larger unit, communications, navigation, battle drill, leadership, and strategy skills that any airsoft player, attending any event style of event producer or field can benefit from for the rest of the time they play airsoft, milsim, or any combat sport. We use a Classroom- Demonstration- Practical exercise format on classes that stack together logically to pack more information in a shorter time and get you using it right away. This weekend is not about egos, we won't waste your time playing “DI/Drill SGT” on you, this is entirely designed for the new and intermediate

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player to be able to feel comfortable conducting fake plastic warfare in **any** scenario from larp to casual play to milsim, *in any condition, Rain or Shine, Day or Night.*

TICKET POLICY-

Like all of our events, our tickets are not-refundable. They are transferable to another player up to 4 days prior to the event. Transfers must be processed by the original purchaser through the eventbrite so the new owner's data can be pulled by gate crew and event cadre. Refunds are only granted if STAGOPS is forced to cancel or reschedule by conditions beyond our control- and this event as ALL of ours are, is rain or shine. PLAN ACCORDINGLY.

EVENT SCHEDULE-

Class blocks (each “*”) range from 30 mins to 4 hours and include a mix of Presentation, demonstration, and practical application. This training list is not complete, and timing is not given here because we absolutely do not want late arrivals and or cherry pickers. Each lesson group and practical builds on the prior lessons, so we can compress more information in as short a time as possible. Commit to the whole weekend for maximum benefit.

Course list is as follows-

- * "The Duelist" Intro (tabletop demonstration of core concepts)
- * Gear setup and theory
- * Gun Gym- shooting fundamentals through to advanced drills
- * Nervous System approach to concealment, spotting, reactions, communication, and focus
- * Lunch
- * Small unit theory and practice
- * Big Block of Battle drills.
- * AAR/Dinner
- * Night operational basics (focus on non-night vision user tactics)
- * Night operation practicals
- * Night operation Evolution exercise
- * Campfire and chill session wx permitting
- * Breakfast
- * Briefing, and you- how to read, apply, and write missions from frago to command
- * Effective hand and radio communications in airsoft
- * Advanced tactics and procedures
- * MOUT/CQB- theory and practice
- * LUNCH
- * The "C" in "METTTC"- how to handle ROE, role players, non combatants, and third factions
- * Basic land nav
- * Final evolution- a full scale operation from briefing to extract pulling elements from all of these classes.

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EVENT FORMAT-



EVENT FORMAT -STAGOPS TRAINING AND DEVELOPMENT-

We will be running a Crawl-Walk-Run model of training and no class is to be considered “optional.” We are not running an “a la Carte” operation- you are expected to attend all of the classes. Classes are linear, and will start with basics that get more integrated and complex as the weekend evolves. You cannot come later to only do the “cool” stuff- it’s all cool and we will turn you away. Accept and expect to participate in all classes linearly. Please prepare to “train as you fight” and bring your equipment as if this was a long format milsim event. This includes weather gear appropriate to the conditions.

FORCE MAP-

110 tickets available for an ideal of 10 squads.

A squad is defined as follows (From the STAGOPS rulebook)

1- Squad Leader (SQL)- Loadout as a Rifleman

Fireteam A

1-Fireteam Leader A- Loadout as a Rifleman

1 Fireteam A Medic- Loadout as a Rifleman

1- Fireteam A Grenadier- Loadout as a Grenadier if available, or another RFL

1- Fireteam A Squad Automatic Weapon (SAW) if available, or another RFL

1 Fireteam A- Rifleman

Fireteam B

1-Fireteam Leader B- Loadout as a Rifleman

1 Fireteam B Medic- Loadout as a Rifleman

1- Fireteam B Grenadier- Loadout as a Grenadier if available, or another RFL

1- Fireteam B Squad Automatic Weapon (SAW) if available, or another RFL

1 Fireteam B- Rifleman

COMMS MAP-

Coms are a portion of this event, but there is no faction-based frequency table. If you do not have a radio, a limited number may be available to train on. Make sure that it is programmable. We recommend the BOAFENG UV5 series radios. They are cheap, effective, and programmable.

EVENT MAP(S)

[Provided here is the standard Coles Airsoft map for your convenience.](https://www.colesairsoft.com/maps) <- Link is to the interactive map. Additional, printable maps are also available at <https://www.colesairsoft.com/maps>

EVENT MAP KEY-

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Training classes and practicals will use the field as the situation dictates on day-of. There is no key needed for this op.

FACTION INFO-

There are no factions at a training event. Please avoid the use of Black/Grey/Blue or Urban camo and clothes so the staff can be visibly differentiated from the players.

REQUIRED GEAR-

This event does not have a regular PCI (Pre-Combat-Inspection) process and as an educational event for new and younger players, the required gear list is minimal.

- ANZI 87.1 or better rated full seal eye protection.
- A functioning airsoft weapon. A functioning optic is incredibly recommended.
- Pen and paper- we recommend Rite in the Rain but any will do
- Radio
- Appropriate weather gear for any conditions that may apply to the event.
(Thermals, insulation layer, uniform, wet weather layer, coat, poncho as needed, etc)
- Spare mags and a means to carry them if you have it.
- Day pack and a personal Hydration source
- RED RAG/DEAD RAG
- RED CHEMLITE/RED E-LITE/RED STROBE
- White light flashlight (Even if you have night vision)
- Any other combat gear you have that you bring to an event
- Because this is an educational event, if you lack any of this kit, please ask in the stagops discord channel if anyone is willing to loan you some- cadre or other players may help you.

EVENT SUPPORT-

PARKING-

Parking will be conducted at the main entrance upper lot.

CAMPING-

Camping will be separate from parking on the lower lot. (You may stay in a vehicle if you like but do not erect any structures in the parking lot to save space.)

FIRES/COOKING-

Stay tuned, more information is coming soon!

WASTE, SOLID-

Stay tuned, more information is coming soon!

WASTE, HUMAN-

Several Porta-johns will be available, bring TP and Sanitizer in case they're lacking

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FOOD-

Is the responsibility of the player. Expect to need to eat and drink 3x Saturday and at least 1x Sunday. MREs, freeze dried meals, or camp-stove cooked are up to you.

WATER-

Is the responsibility of the player. Plan to drink a Liter a day at least and to have a liter on you at all times.

ELECTRICITY-

Electricity is limited, plan ahead and arrive charged.

VENDORS-

We do not expect any vendors at this time. SWAG items and Red Rags/Red Lights may be available through STAGOPS, and ammo, etc items may be available through the Coles Pro Shop.

AMMO-

Stay tuned, more information is coming soon!

GAS-

Stay tuned, more information is coming soon!

AIR-

Stay tuned, more information is coming soon!

ADDITIONAL SUPPORT-

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***** **WEATHER LAYERING THEORY AND OPTIONS-** *****

Not everyone knows how to dress for activity in different climates. You may be comfortable with what you know but unfamiliar with other ways of remaining so. Here are some basics-

The military uses the third gen ECWCS III (Extreme Cold Weather Clothing System) AKA PCU (Personal Combat Uniform) clothing systems for wet and cold weather. You do not need to own this entire system, but understanding how it is constructed can help you build your own version if money is tight. You may be able to source older gen (I and II, 80s and 90s versions) that are suitable for your use. Using the terms (ECWCS, PCU, USGI, USMC, and SURPLUS) online and Ebay or searching through your local surplus stores will help find each component. Remember, clothing like anything else is a tool, and needs your personal awareness and involvement to be used correctly. Ie- there is no such thing as the “perfect jacket;” or “one piece of clothing to rule them all” if anything, there are too many attempts and what one person swears by at their personal comfort level, the environment, the weather, and their current activity level may vary greatly for you.

The ECWCS/PCU level system is based on 3 primary principals-

- 1- Moisture wicking/transport and management, (Skin layers)
- 2- loft/Insulation where needed, (Insulation layers)
- 3- the appropriate shell to shield from the elements. (outer layers)

SKIN LAYERS-

Skin layers are designed to keep you dry and cool in summer, and dry and warm in other environments.

UNDER ARMOR HEAT GEAR (for temps above 60 and light to heavy activity) Designed for warm weather, UA gear and similar brands, transport moisture from under un-breathable parts (for example, where armor covers the skin) to uncovered areas where it can efficiently evaporate. UA and similar wicking hot weather gear transport and pool sweat off the skin to cool you more efficiently than skin and sweat alone. Be sure to consistently hydrate when wearing, as the efficiency of the garment can pull more moisture from you faster.

ECWCS/PCU level 1- “Silkies”- Sort of a cold weather version of Under Armor, the silkies stay close to the skin and pull moisture away from you while keeping you warm. Recommended for light to moderate activity, in wet cool or cold weather. Can be top and bottom or mix/match as you see fit. Be sure to consistently hydrate when wearing, as the efficiency of the garment can pull more moisture from you faster.

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ECWCS/PCU level 2- “Waffles” Thicker than silkies, Waffle layers have moisture wicking properties and also squares or “waffles” of lofting/fleece material designed to insulate. Great for cold weather and little to no activity. May wear them by themselves or over the silkies in very cold weather as you see fit.

-INSULATION LAYER/LOFT LAYER-

ECWCS/PCU level 3- Fleece layer-

Typically Polartec is the OE for issue items, but several other manufacturers in the tactical and airsoft gear spaces make suitable alternatives. Look for a hood and zippable arm pits for maximum versatility. The fleece layer can be worn over silkies, waffles, or both as needed, is breathable yet provides some wind protection and warmth. Will still work when damp but it is not waterproof nor should it be your outermost layer in moderate to heavy rain. Can rapidly heat up under activity but breath and cool off when static alone.

ALTERNATIVE CHOICES-

Puff jackets, preferable with a zip arm pit, and Woobies or woobie jackets/hoodies. While all three options are designed as insulation layers, they can function as outer shells in dry enough conditions.

OUTER SHELL/WEATHER LAYERS

ECWCS/PCU level 4- Windshirt/Wind Breaker-

An uninsulated layer that can be worn over silkies, waffles, both, or even the fleece layer to provide some wind and rain protection. Typically a pullover/Anorak/or Smock design, usually without arm pockets.

ECWCS/PCU level 5- “Softshell”

The PCU 5/Soft Shell is a packable (uninsulated & easily folds into itself) light wind and water barrier like the level 4, but in a jacket form with arm pockets and velcro. While the most famous version is the “Alpha green/Grey” ORC industries or Patagonia versions current to the Ranger regiment circa 2010, there are many off brand copies and plenty of moderately insulated versions of “soft shell” jackets available in the airsoft and tactical market that can fill this role, especially at our events where the grey nature of Alpha Green renders use of the coat for staff only.

ECWCS/PCU level 6- Goretex/Hard Shell

Another case where the original military versions have no inherent liner or insulation, the goretex jackets are notably the heaviest outer shells and provide the most wind and water protection as well as some level of insulation. Pair with silkies, waffles, or loft layers as the situation dictates.

ECWCS/PCU level 7- “Marshmallow layer/Happy Jacket”

The military version of a “puff” jacket, the high loft, high insulation this layer offers can be worn

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externally or under Goretex as needed. Highly unlikely to be needed at any of our events, it can still be an excellent tool for cold to arctic conditions, or sleeping in austere conditions. (Think of wearing a sleeping bag for example.)

BONUS CHEAT CODE LAYERS/SYSTEM-

Poncho and Woobie.

The poncho and woobie is a superb combination that allows you to stay dry, and warm, as needed no matter the activity level by mixing and matching the poncho with the poncho liner ("Woobie.") Ponchos can be worn in all seasons to stay dry and a little warm if needed (and to break up your silhouette) and the woobie can be added (or worn separately in camp) as an insulation layer.

This quick guide has been offered to help you prepare for any weather condition and In all cases, this guide is advice. Like any tool, you will need to have the tool on hand and experiment with the options as your comfort, activity level, and situation dictate. As a rule of thumb, if you are going to remain static, dress warm. If you are going to be active, dress colder, so your activity warms you up without making you too hot or too sweaty- foggy goggles turn to frost in the cold!

FOOTWEAR-

Ankle supporting boots are ALWAYS recommended for our events. This provides redundant safety and balance on rough terrain and under load and stress. You always want to wear them for at least a week before any hiking or walking with a load, if not longer in order to "break them in." Especially if the insoles are extra supportive (high arch and or deep heel cushion) because these features- as comfortable as they can be- force your body to shift muscle burden to different muscles that themselves may not be used to it yet. Waterproofing is nice, but unless you are intent on sustained water operations, or serious cold weather, breathing and drainage may be more valuable for you. We recommend for most events a solid brand name tactical boot as it is purpose built for what you will be using.

As important to any environmental strategy, is insulation and moisture management. We are designed to sweat through our feet; so an insulation layer that cushions as well as retains warmth when wet will help regulate your feet year round. We cannot recommend wool socks enough- regular wool, merino, or alpaca- for all season use. Swap them out every 6-8 hours of effort for a new pair to keep your feet dry and comfortable. Cotton, a comfortable fabric for casual use, can trap moisture in your boot, while also failing to insulate, leading to both pickling and cold risk if not managed.