

# OPERATION NEW HORIZON-II

## REGIONAL DOMINATION

The hectic battles of renew hope left Al Ba Cav in ruins. Tribe Longgear has since relocated to Al Pickett while Tribe Miller's location remains unknown.

Regional Marine and Ranger commanders are seeking an opportunity to siege Al Ba Cav in a war game scenario to please the high command.

Marine CO and Ranger CO will face off on Sept. 15, 2007 and fight for the ultimate control of Al Ba Cav.

Will New Horizon-II unveil a new generation of champions? Or, will the illusive War Lord Miller spoil their party?



# OPERATION NEW HORIZON – II CORE RULE SET

## 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 if a NH II staffer witnesses the event. (One Exception: **3-10.3**)
- 1-3 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 Best of USA Marketing events.
- 1-4 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 Best of USA Marketing events.
- 1-5 Subordinate players should observe and respect ranks such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer.
- 1-6 Ranking players should recognize Lion Claws is a GAME. Rank is a tool to provide structure for an enjoyable game. Have fun.

## 2 – Game Play

- 2-1 Eye protection (**5-4**) must be worn at all times while in a playing area.
- 2-2 If a player loses his eye protection or has a medical emergency, he/she should immediately call "Blind Man." Game supervisors will immediately signal a pause in 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 with your own eyes where your gun is pointed (no using mirrors or devices to shoot around obstacles).
- 2-4 At NO time should any player ever touch another player from an opposing team with his own person or any handheld object (e.g. no knife kills)

### 2-5 HIT RULES

- 2-5.1 If a player is hit ANYWHERE: you're wounded. Gun and gear hits count.
- 2-5.2 When wounded by pellet/rocket/grenade/mine, or otherwise wounded/removed from combat, players should immediately do the following:
  - a. Wave your red rag above your head momentarily, then tie it around/through the front sight of your rifle or attach it to your head in a SECURE fashion. Expect to

be hit multiple times while doing so - in the chaos of combat fellow players rarely have split-second trigger control.

- b. Assume a non-combative posture and quickly remove yourself from the area (*no waiting*).
- c. Return to your designated regeneration point.
- d. Return your red rag to your pocket/pouch once your regen time is up.
- e. It is acceptable to call "hit" or "dead man" during this process, but please keep in mind most players cannot hear you. Your red rag is the **first and most important** sign of being hit.
- f. Red ballcaps are not acceptable substitutes for red rags. The red rag rule is intentionally "inconvenient" so players will not forget. If it helps, add a patch of velcro to your red rag.

## 2-6 "BANG BANG!"

- 2-6.1 If a player enters a close range situation where firing his weapon could result in unnecessary harm to an opposing player, AND he/she has the target "dead to rights," use the "Bang, Bang!" rule.
- 2-6.2 "Bang, Bang!" is a safety call ONLY. It is NOT a way of killing someone tactically.
- 2-6.3 If a player says "Bang, Bang!" to you, you should honor the call and immediately pull out your red rag. If said player was particularly sneaky, it is appropriate to honor the kill by "quietly dying" to not give away that player's position.
- 2-6.4 Do not use "Bang Bang!" in a situation where it could be disputed by a fellow player. If you do not have the target "100% no chance of survival/dead", closer than 15 feet from behind the opposed player, do not say "Bang, Bang!" For example:

### DO NOT:

- EX 1: You see multiple players from a distance, run though the group yelling "Bang Bang!" at everyone.
- EX 2: You are hidden behind a bush, and opposed player approaches from the front. You call out "Bang Bang!" before he/she reacts.
- EX 3: You come around a bush and immediately face to face with another player less than 10 feet from you. **DO** use PARLAY (2-7) instead.

## 2-7 PARLAY

- 2-7.1 If two players encounter each other at 15 feet or less in the forward arc, one should call "PARLAY" and back off 15 paces. This is a safety call to avoid point blank exchanges.
- 2-7.2 Calling "PARLAY" means you have surprised an opposing player in a dangerous situation and should immediately back off.
- 2-7.3 DO NOT place yourself in a position where an opposed player's only choice is to accidentally stumble into you and force a parlay call.

## 2-8 REGEN

- 2-8.1 After being hit, all players should immediately get down to the ground and pull out the KILL RAG to identify his/her "dead" status.

After having remained on the ground for at least 60 seconds. The players may proceed to the Platoon Casualty Collection Point (identified by a red cross flag) where the player is to remain for **five minutes** and/or **team up with four other regening** (if a full squad was hit simultaneously, EACH PLAYER MUST SERVE THE FIVE MINUTES AT CCP) players, before re-entering the fight. If your Platoon CCP is over-ran by the enemy, you must seek CCP elsewhere with your sister platoon.

After sixty seconds have passed:

1. After you have died in place for sixty seconds as stated above you must now 'survey' your area. Depending on what is 'currently' happening in your immediate area, you may or may not be able to move to a regeneration point. The below instructions will help you determine what to do next. If after your sixty seconds have elapsed:
  - a. There is NO immediate firefight or engagement in your area, you may get up and move to a regen point. Example: If the person that shot you has 'cleared' the area and moved on, then you are no longer 'within' a firefight and you may get up and move to a regen point.
  - b. You are still sitting within the immediate vicinity of a fire fight or heavy engagement and/or the person that has shot you is 'actively' searching an area or more reinforcements have arrived and are 'securing' the area, you MAY NOT leave the area for an additional five (5) minutes –or- until they are left the area.
  - c. You are still in the 'middle' of a fire fight or heavy engagement and there is a continuous exchange of gun fire, such as if your team mate is still standing next to your dead corpse fighting against the enemy, you MAY NOT leave the area for an additional five (5) minutes or until the enemy has left the area.

\*\* Notes to the above: The mandatory sixty (60) second die in place rule serves multiple purposes; Safety, continuance of the game and kill recognition.

- Safety: By each player dropping to his or her knees or sitting down immediately after the kill has been made, it 'signals' the opposing player that their 'shot' was effective and will help the player identify that there is no longer a threat nor a need to fire additional rounds down range. If a player immediately 'stands' up and walks away, then that player puts him/herself in a position where they may walk directly into the line of fire of two players currently engaging each other. In addition, a player that suddenly 'stands' or 'walks' may be mistaken for an active opponent and may be mistakenly shot by another player that didn't originally see that player.
- Continuance of the game: By each player dropping to his or her knee or sitting down immediately after the kill has been made, allows for the 'advancing' opposing team to quickly clear the area for additional threats and 'move on'. If you are shot and then 'stand up' or walk away, then you become an obstruction to your opposition that will cause them to have to 'wait' or walk around you. This causes the 'game' to be held up while you are 'in the way'.
- Kill recognition: As stated above, when you immediately drop to a knee or sit down and stop returning fire, you are signaling to your opponent that you are no longer a threat and have acknowledged his kill. This will also tell your opponent to 'stop' shooting at you and will allow them to now search for other targets.

Allied force rules of regeneration:

\*\* Allied forces will have a number of 'MOBILE' Regeneration Points (MRP). They may be placed anywhere on the field and can be moved as soon as every thirty (30) minutes. These are the allied forces regeneration points to be used for regeneration of soldiers to get them back on the field as soon as possible. More on regeneration points below.

1. After your minimum sixty seconds have elapsed and you are clear to move to a regeneration point, you are to slowly stand up in a non-threatening manner and begin walking towards your closest regeneration point.

2. Remember, you are dead and you are not allowed to talk with anybody, about anything, for any reason, unless it is a game control staff member. This includes but is not limited to; your squad mate, squad leader, platoon sergeant, platoon leader, captain, etc. You 'may' talk with other dead men as long as you do not talk about enemy positions, enemy forces or armor, or any other aspect of the game that would be considered 'sharing' information. In other words, talk about the weather, how far or close the regen point is, your Airsoft gun or something OTHER THAN game related.
3. When you arrive at the regen point, there are two (2) possible ways to get back into the game.
  - A. You will have to wait for five (5) minutes before you are able to return to the game. What this means is that if you arrive at the regen point by yourself, you will have to wait for five minutes of regeneration time before you can return to the game.
  - B. You must group together with a total of five (5) players in order to return to the game. What this means is, if you arrive at the regen point and there are 4 people waiting at the regen point already, ALL FIVE of you can instantly regenerate back into the game without any further regen time. If you are in a group of 5 people that are all dead, YOU MUST STILL return to a regeneration point and touch the flag. Once all five of you have touched the regeneration flag, you may all instantly return to the game without further delay. If there are four (4) of you standing at the regen point and are waiting for your five minutes to elapse and a fifth man arrives at the regen point, as soon as he touches the regen flag, you may ALL return to the game without any further delay in regeneration time.

Regeneration is complete.

## 2-9 BRANCH OF SERVICE

- 2-9.1 Every player will be assigned to a Branch of Service before the game.
- 2-9.2 For NH II there are two main branches of Service: Rangers and Marines.

# 3 – Weaponry

## 3-1 CHRONO AND VELOCITY/ENERGY LIMITS

- 3-1.1 Velocity reducers are NOT allowed.
- 3-1.2 Players should report to the chrono station with an empty mag for each weapon. The OP:NH II staff member will insert the testing BBs in the empty mag.

### REGULAR CHRONO

- 3-1.3 All non-sniper weapons will be chronographed using KILLER BEEZ .25 gram "ECO" BBs.
 

<b>OK</b>	< 366 fps
<b>Caution</b>	366-376 fps
<b>NO GO</b>	> 376 fps

### SNIPER CHRONO

- 3-1.4 All sniper weapons will be chronographed using .34 gram BBs (8mm) or .36 gram BBs.
- 3-1.5 Using .34g (8mm) BBs:
 

<b>OK</b>	< 448 fps
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**Caution** 448 - 460 fps  
**NO GO** > 460 fps

3-1.6 Using .36 gram BBs.

**OK** < 436 fps  
**Caution** 436 - 447fps  
**NO GO** > 447 fps

3-1.7 If a gun fires in the NO GO range, the Chrono Marshall will immediately check the weapon. If he duplicates the NO GO FPS, the Airsoft weapon will immediately be red tagged.

3-1.8 A red-tagged gun has three options:  
a. The player leaves the AO with the Airsoft weapon.  
b. The player tunes the weapon to below "Caution" spec and re-chronos the gun.  
c. The Airsoft weapon is locked in OP:NH II secure storage and returned at the end of the event.

3-1.9 All Airsoft weapons are subject to staff spot checks throughout the event.

3-1.10 Chrono'ing will be available from 0700 Saturday morning until 8:00 am.

3-1.11 Any un-tagged guns found in the game are 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.

3-1.12 All Airsoft weapons including non-blowback pistols and CO2 powered pistols, but excluding gas blowback pistols, must be chrono'ed

### 3-2 PLAYER CLASSES (Rifle/SAW/Heavy Weapons)

3-2.1 Squads will be composed of rifleman, a SAW Gunner(s), and a Heavy Weapon specialist.

3-2.2 Your CLASS is pre-determined by your squad leader, who will report your role in advance to NH II staff. Contact your squad leader through the secure NH II forum to request a special class or for more information (URL at the end of this document). In the absence of contact all players should assume they will play Rifle roles at NH II.

### 3-3 RIFLE class

3-3.1 Riflemen are limited to commercially available winding and non-winding magazines. **No Box mag allowed except on a SAW.** Midcap, Standard and low-cap mags (e.g. STAR magazines) are welcome if they meet this criteria.

3-3.2 Riflemen may carry as many legal magazines as they can fit on their person.

3-3.3 We request that all riflemen respect the land by using earth-friendly BBs and bio BBs.

### 3-4 SAW class

3-4.1 Each squad will have a designated SAW (squad automatic weapon) gunner(s). A SAW gunner may use electric or manual winding magazines (box, c-mag, or other large volume bulky style – no conventional hi-caps) with his weapon, and has no restrictions on

ammunition capacity. Only he/she is allowed to use such magazines, and such magazines can only be used with approved NH II SAW weapons (defined below).

- 3-4.2 Guns that are faithful recreations of belt-fed firearms qualify as SAWs for NH II. This includes (but is not limited to) the M60, M249, MG42, RPD, Shrike, and similar models. NO MP5's, M-16s, or non SAW weapons.
- 3-4.3 The approved NH II SAW non-belt-fed gun list is as follows: RPK, MG36, L86A2. Again, these guns must be faithful recreations of actual guns.
- 3-4.4 To be a faithful recreation a SAW must be as cosmetically similar as possible to the original gun. NH II staff reserve the right to determine what is "cosmetically similar." Players with custom guns should direct their questions to the NH II public forum and must receive approval from NH II staff on or before Sept 1, 2007.
- 3-4.5 SAWs MUST use earth-friendly BBs.
- 3-4.6 It is ok for a SAW gunner to use non-winding rifleman magazines in his/her SAW.
- 3-4.7 Squads may replace their SAW gunner position with a Rifleman (the SAW slot is optional).
- 3-4.8 Officers, Recon/Sniper members, and Platoon leadership (LT/Plt Sgt) are not eligible to be SAW gunners. (Special exception: Cav).

### **3-5 HEAVY WEAPONS class**

- 3-5.1 Each squad will have a heavy weapons specialist. He is the only team member that may carry/use M203s, AT launchers, or other special launching weapons.
- 3-5.2 He/She is also the only player who may fire rocket rounds. Acceptable rocket rounds are: Nerf Pocket Howler, Nerf Pocket Vortex, or Zocker Darts.

EX: [http://www.hasbro.com/pl/page.viewproduct/product\\_id.12803/dn/nerf/default.cfm](http://www.hasbro.com/pl/page.viewproduct/product_id.12803/dn/nerf/default.cfm)  
EX: <http://www.zockertoys.com/z240.html>

- 3-5.3 Specialists may carry up to 4 rocket rounds on their person at any one time (you may store more back at base). Only Heavy Weapons class players may transport rocket rounds. Specialists may carry an unlimited number of propellant/beehive grenades.
- 3-5.4 Specialists are cleared to use beehive/BB rounds in their launchers.
- 3-5.5 The list of approved commercial launchers is the following:
  - a. Any M203 Variant (Sun Project, G&P, CAW, Star(AG)...) )
  - b. CAW M79
  - c. Smokey's RPG
  - d. Rusty's Paintball
  - e. Blackpoint Launcher (12g CO2 cartridges only)
- 3-5.5 Custom built player launchers will only be approved under the following conditions:
  - a. Moscart-style grenade using green gas is the launcher's propellant (no CO2).
  - b. It uses only approved rocket rounds as specified in 3-5.2
  - c. The launcher as designed is incapable of firing no more than one round every

- d. 7-10 seconds (no rapid fire systems).
  - e. The launcher looks like a real military RPG/LAW style weapon (don't grab a pvc tube, slap a sticker on it, and ask us...)
  - f. Front/rear/left/right and breech (if any) pictures are provided to NH II staff.
  - g. The designer provides all necessary information and photographs on or before Sept. 1, 2007.
  - h. The designated NH II Game Director signs off on the design on or before Sept. 1, 2007.
  - i. The custom launcher is tagged by NH II chrono staff as approved for use.
- 3-5.6 Bringing a custom launcher to NH II without prior approval as specified in 3-5.5 will result in automatic rejection.
- 3-5.7 Using a custom launcher at NH II without clearance is considered cheating and subject to rule **1-3**.
- 3-5.8 Moscart-style grenades may only use Green Gas or HFC 134a as propellant. Absolutely no CO2.
- 3-5.9 Other than their heavy weapon, these specialists are governed by all the same rules as riflemen.
- 3-5.10 Squads may replace their Heavy Weapon Specialist with a Rifleman (the slot is optional).
- 3-5.11 Nerf rounds have a minimum engagement distance of 30 feet.
- 3-5.12 Officers, Recon/Sniper members, and Platoon leadership (LT/Plt Sgt) are not eligible to be HWS class (Special exception: Cav).

### **3-6 SNIPER and ASSIST Class**

- 3-6.1 Each Branch will have one assigned recon/sniper team as determined by the Force Captain.
- 3-6.2 Each team consists of two individuals, a SNIPER and an ASSIST.
- 3-6.3 The SNIPER from each team may use sniper FPS qualified weapons. Sniper FPS weapons must either be bolt action, or permanently fixed semi-automatic guns (unable to fire automatic without complete disassembly).
- 3-6.4 The ASSIST follows all riflemen rules for his/her weaponry.
- 3-6.5 SNIPER and ASSIST players may wear ghillie suits (4-6).
- 3-6.6 Sniper FPS class weapons have a minimum engagement distance of 100 feet.

**3-7 ABSOLUTELY NO** magazine-sized high-cap magazines requiring manual winding are allowed!

### **3-8 HAND GRENADES**

- 3-8.1 Escort hand grenades are approved for NH II use (only).

**EX:** [http://www.airsoftextreme.com/store/index.php?main\\_page=product\\_info&products\\_id=2405](http://www.airsoftextreme.com/store/index.php?main_page=product_info&products_id=2405)

- 3-8.2 Each player is allowed to carry up to 2 grenades on their person at any one time (extra may be left at a base). Any class of player may use/carry grenades.
- 3-8.3 Hand grenades must be tossed UNDERHAND, and should not be thrown more than head high (six feet) off the ground. NO BASEBALL THROWS.

### **3-9 MINES and BOOBY TRAPS**

- 3-9.1 Special booby traps will be provided by staff to selected branches/units for game play.
- 3-9.2 Players may bring and use claymore mines under the following conditions:
  - a. They are spring/electric/mechanically powered (no CO2).
  - b. Use remote detonators - no tripwires (note: staff laid traps may use wires).
  - c. Use is governed by the same safety rules as AEGs. No use on targets closer than 15 feet i.e. NO POINT BLANK BOOMS!
- 3-9.3 Certain areas of the AO are off limits to excavation, so player-purchased below-ground mines will not be allowed at this game.
- 3-9.4 Any other kind of booby trap MUST be approved by staff prior to Lion Claws. If you bring it to the game and ask us there, you will be rejected. Contact staff for approval on the public NH II forum for more information before Sept. 1st (URL at the end of this rules set).

### **3-10 AREA EFFECT/BLAST RADIUS**

- 3-10.1 Hand Grenades, rockets, booby traps, and mines (except claymore mines, see 3-10.7) are defined as area effect weapons.
  - 3-10.2 Area Effect Weapons kill all players within a 15 foot radius of their triggering, regardless which side activated them.
  - 3-10.3 The player at the center of the blast radius calls out all other players, regardless their side. This is the ONE exception to Rule 1-2.
  - 3-10.4 Only hard cover protects you from an area effect weapon. Hard cover includes a stone wall, a bunker, a building wall or similarly completely obscuring terrain. Trees, bushes, shallow ditches, and other players are NOT hard cover.
  - 3-10.4 Hand Grenades blast radius is determined from the point of landing. Hand Grenade BBs DO NOT have to strike a player to count as a kill.
  - 3-10.5 Rocket blast radius is determined from the point at which it rests, unless it strikes a vehicle.
  - 3-10.6 If a rocket destroys a vehicle, the vehicle is considered the blast radius center.
  - 3-10.7 Airsoft Claymore Mines are classified directional weapons (NOT area effect), and their BBs must strike the target to count.
- 3-11 Absolute NO smoke grenades, pyrotechnics, open flames, or similar devices at Lion Claws VI. We are playing in a high fire danger zone.

### 3-12 BB LOADING DEVICES

- 3-12.1 Autoloaders (electrically powered magazine BB refillers) are restricted to use while a player is in regen (i.e. dead) or in the campground (out of the game). They may NOT be used at any other time.
- 3-12.2 Manual loaders (pistol loaders, tubes, etc.) are unrestricted and may be used anywhere.

## 4 - Uniform

- 4-1 During game time players must at all times conform to the NH III Uniform Code. Your uniform is a means of identification and an important part of game play. Failure to adhere to uniform code is considered a rules violation (1-3).
- 4-2 Players are not required to be in full uniform when the game is inactive. However, we request you remain in uniform as much as possible during 'down time' to help with troop ID and maintain the spirit of the event. Completely civilian attire should be avoided unless you are preparing to immediately depart the event.

### 4-3 BRANCH UNIFORM PATTERNS

- 4-3.1 The pattern for Allied Rangers is Woodland.
- 4-3.2 The pattern for Allied Marines is Desert MARPAT.

### 4-4 UNIFORM CODE

- 4-4.1 Your official Uniform includes all of the following:
  - a. Branch-specific BDU top. NH III patch should be sewn or Velcro'd on the left shoulder (if you have a team patch, below that). Rank insignia should be sewn or Velcro'd on the right arm.
  - b. Branch-specific BDU bottom
  - c. **Head Cover consisting of branch-specific boonie, cap, helmet, or wrap.**
  - d. Ankle high (or higher) boots
- 4-4.2 No red shemaghs or other unique unit identifiers which could be confused with game play mechanics.
- 4-4.3 It is perfectly acceptable while waiting in regen to temporarily remove parts of your uniform to adjust your gear or cool off. You must return to full uniform before you re-enter the game.
- 4-4.4 Otherwise... removing any part of your uniform while on the field, including head cover, is an indication of a medical problem and will be dealt with accordingly by NH III staff. If you are overheating and must remove uniform/gear to stay healthy you should immediately signal NH III staff or your chain of command so you can be removed from the game. If you have a pre-existing medical condition that prevents you from playing while wearing the above uniform, we do not recommend you attend NH III.

- 4-4.5 Ghillie Suits may only be worn by Recon Team members (designated SNIPER and ASSIST class players).

## **5 - Gear**

- 5-1 Gear is defined as anything players wear that is not part of the Uniform Code or a weapon. This includes but is not limited to: load bearing vests, harnesses, pouches, eye protection, gloves, pads, and water carrying devices.
- 5-2 Face Protection is **STRONGLY RECOMMENDED** on this AO. This field will have a lot of close contact and there is a high probability you will suffer close range face hits through no fault of your own. Players who do not wear face protection play at their own risk.

### **5.4 EYE PROTECTION**

- 5-4.1 Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.
- 5-4.2 Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- 5-4.3 Eye protection should be ANZI Z87.1 compliant or better. This standard is usually posted either on the packaging or on the manufacturer's website.
- 5-4.4 Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits. We recommend players test their mesh goggles in a careful controlled environment before attending NH II.
- 5-4.5 Eye protection will be checked as part of morning inspection before the game.
- 5-5 A portable water storage device such as a camelbak or canteen is mandatory gear for Lion Claws participants. Players are responsible for their own hydration!

## **6 - Communications**

- 6.1 To ensure orderly comm traffic at an event the size of Lion Claws VI, radio bandwidth is pre-designated. Radio freqs will be provided via secure forum at a later date, and all radios must be sub-channel capable.
- 6.2 Channels outside your designated range are **NOT** permitted for use except by explicit permission from NH II Games Staff. This includes VHF frequencies. Using undesignated channels is considered electronic warfare (see 6.3).

6.3 At NO time during NH II is electronic warfare permitted. Electronic warfare is defined as (but not limited to) listening in or using alternate frequencies (channel surfing), interfering with transmissions intentionally or unintentionally through mechanical or electronic means (overpowering or VOX-ing the channel), or otherwise impeding Lion Claws VI player or staff communications.

6.4 Players should secure FCC license for operating high wattage transmitters (> ½ Watt) in the AO. Transmission distances will be in hundreds of yards, so high wattage will NOT be necessary. 1/2 watt radios have been tested extensively on the AO and should function normally in almost all situations.

### **Combat Vehicle Rules**

1. Driver, Crew, and Passengers May not use personal, unmounted weapons while inside the Combat Vehicle while the vehicle active with engine running. Only integrated/mounted weapons may fire from the vehicle otherwise.
2. At no time should opposing players get within 20' of an active (engine on) opposing vehicle.
3. Friendly troops may get within 20' of an active vehicles to use as cover. (Use extreme caution as drivers have restricted vision/hearing).
4. Important!! Troops will hear and see Combat Vehicles before the Combat Vehicle sees them. If the player feels the Combat vehicle is dangerously close to their "hiding place" and may injure them, the player should immediately stand and yell " Parlay!" (gun above the head is a good idea too) The repositioning player(s) cannot be shot by anyone for 10 seconds while they move away.
5. Driver or crew MUST dismount the Combat Vehicle to use LAUNCHERS. The engine MUST be turned off.
6. Driver or crew can use personal weapons from the vehicle ONLY if the vehicles' engine is turned off (The crew can use the vehicle for cover as can any friendly infantry).
7. When destroyed, the Combat Vehicle will display a red flag and will return to the combat Vehicle regen point (or perform Chrono Spot Checks). Combat Vehicle regen will be controlled by scenario design.
8. Combat Vehicles will not drive through bushes.
9. Combat Vehicle and crews cannot be "captured".
10. At no time should players lie down in front of an armored vehicle. (This is for those that do not heed the warning "never look down the barrel of a loaded firearm/paintgun/AEG").
11. Hand grenades have no effect on vehicles. They are, however, very handy for taking care of Infantry and crew outside of the vehicle.

### **Procedure for disabling/destroying Vehicles:**

1. Unarmored Combat Vehicles (i.e. FAV Dune Buggies)

If the Vehicle is NOT fully armored (determined by looking at it) i.e. partially or none, the following apply:

A) The crew can be hit with small arms fire.

B) ONE rocket hit KILLS the vehicle.

C) It is possible to hit only one of the crew with the following results: If the driver is hit, the vehicle is **KILLED** (it crashes) and goes to regen.

D) If only the gunner is hit, two things can happen depending on how many people the vehicle carries. If there is only **ONE** gunner on board (as with the Buggies) the driver can immediately go to **FRIENDLY** lines for 5 minutes during which time he is acquiring a new gunner and get back into the game. If there are several passengers, the vehicle must stop to let the dead man out (he will display red flag and **WALK** to regen) a new gunner from inside the vehicle can **IMMEDIATELY** take the dead mans place and the vehicle is in the game.

## 2. Armored Combat Vehicles

If the Vehicle is (by looking at it) designed to look like a Fully Armored Vehicle, including the turret, the following rules apply:

A) **UNAFFECTED** by small arms fire (even if the crew is seen-because of limited visibility sometime they -usually the gunner - has to stick his head out so as not to grease the wheels with an unsuspecting Grunt)

B) With the first rocket hit the Vehicle becomes **DISABLED**. When disabled, it ceases movement, the engine shut off, the turret is active and can still engage. The crew is still unaffected by small arms. The crew may now engage from within the vehicle with small arms. If the crew shoots small arms from an open hatch or door, they are now vulnerable to small arms fire. If gunports are used, they remain unaffected by small arms (essentially is a bunker). A **TURRET** gunner using the vehicles' mounted guns is **ALWAY** invulnerable to small arms.

D) Vehicle remains **DISABLED** until one of three conditions applies:

1. Vehicle is struck by a second rocket - vehicle is now **DESTROYED** and returns to vehicle regen point (or performs Chrono Spot Check). No delay is required between to rocket strikes - if the vehicle is struck by one rocket, then another seconds later, the vehicle is **DESTROYED**. Please note it my be difficult for the crew to differentiate "simultaneous" rocket strikes. If this occurs, wave a red flag (to help you from getting shot) and get the crews attention and tell them.

2. Driver disembarks vehicle and remains outside the vehicle for 5 minutes, **REPAIRING** the vehicle. If driver remains alive and outside the vehicle for five total minutes, vehicle is fully repaired and restored to undamaged status.

3. Driver disembarks vehicle but is then "wounded" (by BB/Rocket/etc.) Vehicle is now destroyed and returns to vehicle regen.

E. A driver my freely enter and exit the vehicle at any point during **REPAIR**. If the driver re-enters the vehicle, the repair timer temporarily halts. When the driver exits the vehicle (feet on the ground), the timer resumes. Entering the vehicle does not count against accumulated time - i.e. the driver can spend 2 minutes outside the vehicle, go back inside for 10 minutes, then exit again for 3 minutes to finish repair. During this entire time the vehicle must remain stationary, but the crew operated mounted weapons are fully functional.

Also, if the driver ever exits the vehicle for any reason, and is subsequently wounded in combat, that vehicle is considered **DESTROYED**, even if the vehicle was not previously disabled.

*And the most important rule of all – DO have fun.*

OPNH-II Core Rule Set was modified from OPLC-VI Core Rule Set which was established by STAFF  
from OPLC V and OPLC VI.

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## **SAT. Sept. 15, 2007**

### **0700 Check in and chrono**

0800 Opening Remarks

0830 Deployment

#### **0900~1200 Scenario I Domination**

Marine CO and Ranger CO will face off in the first three hours and attempt to occupy as many buildings as possible in Al Ba Cav.

Each building (hut) is worth 100 pts.

Do not fire upon villagers unless you're fired upon. Any violations of killing unarmed villagers will result in point deduction on your part (50 pts. Deducted per unarmed villager killed...ID by the villager).

#### **1200~1315 Lunch break**

1330 Deployment for Scenario II and III bring lots of water and bbs, we're not going back up to base camp until it's all done.

#### **1345~1445 Scenario II Jail Break**

Winner of Scenario I will have political prisoners from the losing COMPANY. This high speed scenario is simple, rescue your POW ASAP and eliminate all forces in your way. You have ONE HOUR to complete this mission.

Mission value: 300 pts.

#### **1445~1500 Break in place**

#### **1500~1700 Scenario III On The Run**

Judging from current scores, the losing side will be “On The Run”. Losing side’s objective is to reach their new “Homeland” (to be announced in secret at the AO) while the pursuing COMPANY’s objective is to wipe them out entirely (but they won’t know where the ‘new homeland’ is).

Use your high speed recon units effectively. Use your trail watchers. This is a thinking man’s scenario.

**1700 ENDEX**

**RETURN TO PARADE GROUND FOR CLOSING AND RAFFLE**

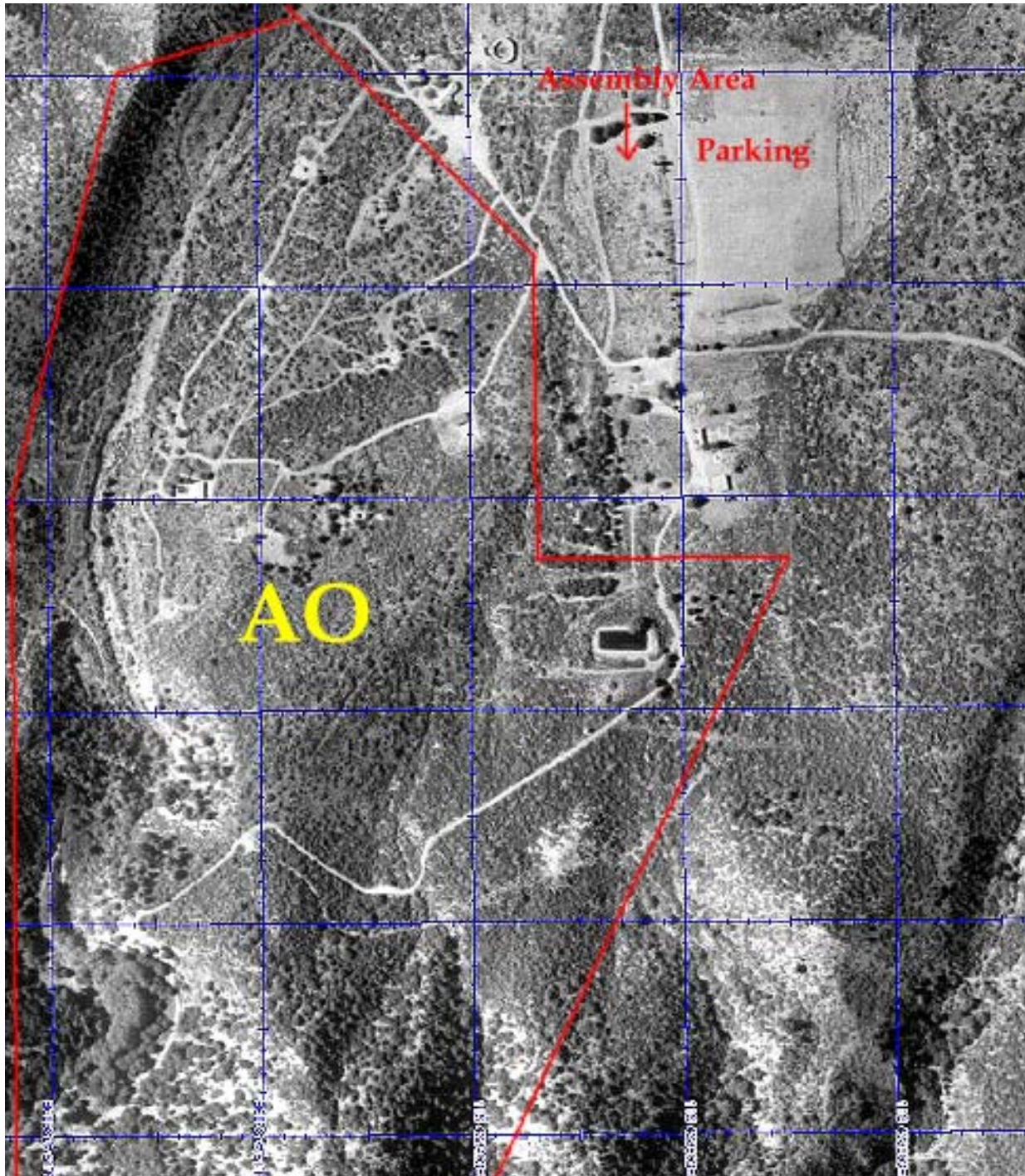


## DEPLOYMENT MAP

Please stay within RED LINES. The cafeteria and Fort Apache are NOT in play.

Individual Scout BBQ huts are in-play. Hill sides and deep canyons are also in play.

DO NOT TREPASS out side of the lines indicated in red on this MAP.



## Directions to NEW HORIZON II

1. Drive to the corner of Highway 138 (CA-138 in Google Maps) and Mountain Road. There is a Chevron station on the corner.



### Exact Map Coordinates (with GPS):

<http://maps.google.com/maps?f=q&hl=en&q=N+34+26.580+W+117+38.829&om=1>

2. Proceed South (left turn if you came from the 15) on Mountain Road to paved road's end.

3. Continue straight (South) on dirt road. The dirt road will bend West. Go across two ravines and then look for a large, flat, open area to the North (your right). That is the NH II campground and our base of operations.

### IMPORTANT:

Use 138 to reach the Chevron. **Do not** attempt to take shortcuts off the main highway - many roads do not appear correctly on any internet mapping software as they were recently created or changed in this developing area.

The total trip from Chevron station to the field should be about 10 minutes.

**DUE TO CAL-TRAN CONSTRUCTION ON 138, PLEASE TAKE 15 NORTH and exit MAIN street, turn left (under the freeway), and continue on MAIN street toward Phelan (for about 15 minute or so) until you hit Antelope Valley HWY (138), CURVE RIGHT at the TRAFFIC LIGHT, go a mile or so until you see MOUNTAIN street (gas station as pictured above) and go straight up MOUNTAIN street to the TOP.**

# The New Horizon II

## Equipment Checklist

For those of you who've never been to a large weekend op, or for the many who have but could use a reminder, we've compiled this list to help Lion Claws VII attendees. Please note some of this is optional, but the more you can bring the more comfortable your experience will be.

### **Clothing Checklist:**

- 0 Squad uniform with patch sewn on
- 0 Hat/Cover
- 0 Combat boots
- 0 Belt(s)
- 0 Gloves (Recommended)
- 0 Knee and elbow pads (Recommended)
- 0 Neck scarves/protectors

### **Morning Assembly Checklist (Mandatory - staff will check at inspection):**

- 0 ANSI-rated or better Eye Protection/Paintball Mask (Full face cover recommended)
- 0 Red rag
- 0 Rules compliant magazines for AEGs (Box Magazines for SAWs only)

### **Field Gear Checklist:**

- 0 Watch (**IMPORTANT!**)
- 0 Web Gear / Tac Vest
- 0 Camelback hydration system (preferred) or at least 2 canteens
- 0 FRS/GMRS radios with fresh batteries (if your unit is using radios)
- 0 Spare batteries for all electronics (radios, flashlights, red dots, etc)
- 0 1st Aid kit
- 0 Compass

### **Weapons & Ammo:**

- 0 Primary AEG
- 0 Secondary AEG (Recommended)
- 0 Sidearm
- 0 Magazines for sidearm
- 0 Scopes, red dots, etc.
- 0 Weapon Sling
- 0 Holster for sidearm
- 0 BB's of your desired weight
- 0 BB loader(s)
- 0 Batteries for all guns
- 0 Battery connector adaptors
- 0 Gas for guns
- 0 Gun maintenance kit (tools, silicone spray, cleaning rod, etc)
- 0 Launchers (For those who have them)
- 0 Nerf Pocket Howlers
- 0 Propellant for launchers