

## Op: Grimsky III

Welcome to Operation Grim sky III, this information pack will be explaining the general layout of each day and some of the goals/objectives.

**Friday:** Gates open at **16:00**, you will be able to sign in, do the necessary paperwork, chrono and set up camp. (Outside of chrono/sighting optics no shooting)

**Saturday:** Gates open at **8.30am**/Sign in, chrono and set up camp

**10.00 am** – Official Start time (Game on) – Till late **01.00am**

**Sunday:** Wake up **06.00am** – **07.00** Start – **15:00pm** Endex

**Bears** You'll be tasked with various missions over the weekend, these will be given directly to you via radio, you will also be given a "**Base Radio**" that will stay in your base, in case members of Bear have to return to base and don't have access to a Radio.

**Passive objectives** will be constantly in play, such as Looting, protecting key locations.

USEC will carry lootable items on them, you will have to work out in game, what the worth is and if or not they are worth selling, trading or keeping!

BEAR and SCAV must keep these items found at their camps if they are not carrying them, Do **NOT** put them in your tents. USEC will actively try to steal these items back!

Looting is as it sounds, after hitting a fellow player, you are able to Loot them, traditionally I like to ask that person, hey do you have a lootable Items? Just as some people might not want you going through their kit. Be honest there are plenty lootable items to go around.

There are also 10 lootable stashes on site, inside you will find ammo (bring your own speed loader) and lootable items, **DO NOT** take all the ammo. Fill a few mags and leave the rest.

You'll be able to sell/trade these items at the trader, be aware that depending on BEAR's reputation with the SCAVS, will affect if or how the trader does business with BEAR as a whole.

Key Locations will be marked by a yellow flag, if these flags are standing at the time of arrival, you can use these to respawn. The only time you **cannot**; Is If the flag was down/fallen at the time of arrival or enemy players are in close proximity to the flags.

### **Medical Rules**

You will be issued a medic band during sign in, try not to lose these.

When you are hit, anyone can revive you by applying your medical band, if you are hit a second time, you go back to either main base to respawn or one of the 3 additional key location flags. **(Remember to remove the medical band after)**

**Bleed out is 5 minutes.**

### **Night time**

19:00 pm each evening is the cut off for explosive pyro (Smokes are still okay)

You are welcome to bring NVD's to this event. However, be aware Reforger airsoft cannot be held responsible for damage or loss of any NVD. We heavily recommend, red light/white light if you are navigating the night.

### **Sleeping**

Dedicated downtime is included during this event, during this time there is NO shooting of any sorts, you are welcome to remove your eye pro, while you are

in your sleeping arrangements. (Tents, etc)

### **Food**

You are required to supply your own food throughout this event. There is no dedicated downtime for eating, you will need to work out how and when with your team. Remember you are always in game.

Sleeping is key guys, just because it says 01:00 am game ends, doesn't mean you need to force yourself to stay awake. If you do decide to get a kip in, either during the day or before the official cut off for the night, you MUST inform someone, either another person in your faction or over the net, it is also mandatory to wear eye protection if you decide to nap during the day.

Feel free to print of the following image.

