



King & Country 2

Players Packet

March 16th, 2024

Wayne's World of Paintball, Ocala FL

\$35 online pre-registration / \$40 onsite registration

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Overview

Welcome to King & Country, a unique Florida milsim experience set in an alternate history in which the New World colonies never achieved independence from Europe. It is the early 21st century. The militaries of the British Empire, and the Kingdoms of Spain and France still fight for control of the colonies, and to preserve the steady flow of trade and riches from the New World.

Welcome to Saint Anne

The small British colony of Saint Anne had never been the most strategically important colony in the Commonwealth. On the north-eastern rim of the Caribbean, among the many Bahamian islands, it is a popular port for refueling and resupplying vessels preparing to travel up the coast to the Carolinas or Virginia. Formerly a Spanish Colony by the name of Santo Toribio, famous for a noted collection of relics, it was captured by the United Kingdom in the 1950s.

The Royal Engineer Corps began a large-scale construction project on the north side of the island six months ago. Ostensibly a communications facility, the site is heavily guarded by contractors of the British East India Company PMC, and the Royal Marine forces stationed on the island have been augmented by several companies of the King's Light Rifles.

Spanish intelligence analysis of the site has convinced Madrid that the British are building a storage and launching facility for the new Yeoman 6 intermediate-range ballistic missile. Capable of carrying conventional or low-yield nuclear weapons and ranging any Spanish colony in the New World, such a facility would mark a significant escalation of force and indicates a clear intent of the United Kingdom to withdraw from the Barcelona Arms Reduction Treaty (BART) of 1986.



Spain has assembled a sizable strike force with the mission of landing on St. Anne's, destroy the unfinished missile launch facility, damage British infrastructure on the island, and leave the British bloodied and humiliated. Due to the Spanish monarchy's special relationship with the Vatican, intelligence has been shared leading up to this action, and the Vatican has chosen to support the Spanish military action with a company of the New Templars and a detachment of the Swiss Guard. In addition to protecting Spain as the pre-eminent Catholic power of the New World, the Vatican has expressed interest in recovering the lost relics of the Santo Toribio monastery from the hands of apostates.

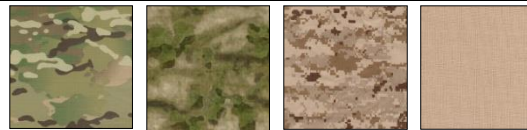


Uniforms and Units

Players are expected to comply with uniform rules. Unless stated otherwise in the uniform description, top and bottoms of uniforms are expected to match. Gear may be of any color, uniform guidelines are focused on shirts and pants. All units will have an assigned “arm-band color” players will be required to wear if they fail to meet uniform guidelines. **If you don’t want to be wearing a bright blue or white arm-band in the woods to properly designate your team affiliation... wear the proper uniform!**

Royal Marines / King’s Light Rifles

Royal Marines have long had been on St. Anne. Several companies of the King’s Light Rifles arrived six months ago. British forces wear multicam and other tan-based uniforms.



Tan-Based Uniforms: *Multicam, ATACS, Coyote, Desert Digital, etc.*

East India Company

The British East India Company has operated under Royal charter across the Commonwealth for centuries. The EIC is one of the world’s largest corporations and fields skilled military contractors to protect interests in India, the Middle East and the New World. The EIC is routinely hired to augment British regular forces.



Black & Tan: *Black shirt with tan/khaki/coyote/FDE pants*

British Colonial Levies

In times of conflict, able-bodied men and women may be pressed into militia service to help defend the colonies against a foreign threat. While not as well equipped as the regular troops, they can still be dangerous (although sometimes used as cannon-fodder by the regular armies).



Players without an effort at respectable uniforms will be given yellow armbands and deployed as British colonial levies.

Spanish Marines

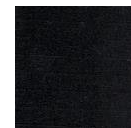
The Fuerza de Guerra Naval Especial (FGNE) is Spain’s elite marine special warfare unit. A strike team has been training for a month near San Julian Airbase, Cuba, in preparation for the strike on St. Anne.



Green-Based Uniforms: *Woodland, MARPAT, Flecktarn, Olive, etc.*

Swiss Guard

As the pre-eminent Catholic power in the New World, Spain benefits from its relationship with the Vatican. This includes the occasional support of the legendary Swiss Guard as fierce shock troops supporting some Spanish military actions.



Black

New Order of the Temple

The order of the Templars was ruthlessly destroyed by the King of France in 1312. Six-centuries later, the King of Spain funded the establishment of the New Order of the Temple as a scourge against the French during the Great War which ravaged Europe from 1914 to 1918. They remain a powerful military order of the Church and have begun to grow as independent and powerful as their predecessors.



Black Camo Patterns (MC Black, Kryptek Typhon, Urban)

Checking in Onsite

Please be sure to arrive early, to check in for the game. Walk-on players are welcome, but players are encouraged to take advantage of early online registration for a discounted fee and to speed the onsite process.

Players will be checked against the pre-paid roster, or cash and electronic payments accepted for walk-ons. Players will be checked to see if an electronic waiver is on file. If the online waiver cannot be found, or is expired, you will be asked to complete a new one.



Waivers

We have moved to online waivers, which are valid for the period of one year (March 1 to February 28). It doesn't take long to complete onsite, but we strongly encourage completing your online waivers before the event <https://waiver.smartwaiver.com/w/62267eebc893d/web/>

Waivers completed for King & Country 2 will be valid through the end of February 2025 and should not be needed to be filled out for any other MGP games hosted at Waynes World for the rest of this year!



Chrono Procedures

Take your weapons to the Chrono station. Go through chrono and registration as early as possible to give you ample time to prepare your gear and link up with your squad mates.

We will provide 0.20 gram BBs for the test. Several different types of magazines are available at the chrono station, but players are asked to bring one **empty** low or mid-cap magazine with you for each weapon you need to chrono.

RIFLE / SMG
OK < 400 fps

DMR (must be physically locked into semi-auto only / 50-foot minimum engagement)
OK < 450 fps

Support Weapons (50-foot minimum engagement, no SAW firing indoors)
OK < 450 fps

BOLT / SINGLE ACTION SNIPER WEAPONS (100 Foot minimum engagement)
OK < 550 fps

Players caught with hot guns will be removed from the game with no refund given. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is tagged from the morning chrono test. This is all to help protect players on the field.

HPA weapons should have tournament locks on their gas regulators.

Restricted Full Auto

Fully automatic fire is limited to support weapons (SAWs and SMGs). Assault rifles and SMGs are limited to semi-automatic fire only. (This is typical of many mil-sim games to elevate value of support weapons)

Weapon Magazines



Support weapon

A P90 with a 3000+ round reservoir magazine is not a squad support weapon. Support weapons include M249s, M240s, M60s, RPKs, and similar light and medium machineguns.

Assault rifles, submachine guns, DMRs, and sniper weapons should only be equipped with low-capacity or mid-capacity magazines. Mid-cap magazines come in different sizes so they cannot always be defined with a specific round count. Common mid-cap designs typically hold between 130-160 rounds.

We typically define a high-capacity magazine as having an internal reservoir and a feeding spring that is manually or electrically wound to feed BBs from the reservoir. That being said... there are some small winding magazines. M16 Vietnam style high-caps hold about 190 rounds. Vintorez short high-caps hold about 150 rounds. While both these examples have winding mechanisms... their total capacity is comparable to mid-cap magazines and we would consider them acceptable on the field. Although **flash mags** use a string instead of a winding mechanism to build spring tension, their reservoir capacity is double that of most mid-cap magazines and **would thus be considered to be high-capacity magazines.**



Not a support weapon

There are some uncommon airsoft weapon designs that may not have any mid-caps in production, or their mid-caps may be very difficult to obtain... a G3 or PPSH are examples. If you have one of these weapons... that's awesome. But if you don't have mid-caps for it... please leave it at home and bring a weapon for which you have mid-cap magazines.

Why do we do this? It is awesome to be engaged in an intense firefight, changing magazines, running short on ammo, tossing mags to your buddies. It's intense... it's fun... it makes players chose their shots more carefully and forces them to think more tactically than they would with an endless supply of ammo. It also adds more value to support weapons with a capacity to lay down a heavier base of fire.



Please comply with our magazine guidelines. If you are on the field and you see a player using a high-cap who shouldn't be... take note to be able to identify the player... notify an admin... describe the player in detail. Even better, specifically point him out to the admin so we can investigate the situation and determine why the player in question considers himself to be a unique snowflake for whom rules don't apply.

Radios

There should be several radios scattered across a squad to be able to coordinate internal fire-teams and have one dedicated to the command net if a team is large enough to field multiple squads.

There are some excellent and very affordable radios available for players. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should be able to drop about \$30 to obtain a BaoFeng dual-band radio. By yourself a radio. Program it for the common FRS and GMRS frequencies. Use some radio discipline... but use that radio!!!



Communications

Radio Channels are:

Radio Nets	FRS/ GMRS	UHF Freq	Radio Nets	FRS/ GMRS	UHF Freq
-	1	462.5625	-	7	462.7125
-	2	462.5875	British Command	8	467.5625
Spanish Command	3	462.6125	Royal Marines*	9	467.5875
Spanish FGNE*	4	462.6375	East India Company*	10	467.6125
Swiss Guard*	5	462.6625	British Colonial Levies*	11	467.6375
New Templars *	6	462.6875	-	12	467.6625
-	GMRS 1	462.5500	-	GMRS 5	462.6500
-	GMRS 2	462.5750	-	GMRS 6	462.6750
-	GMRS 3	462.6000	-	GMRS 7	462.7000
-	GMRS 4	462.6250	-	GMRS 8	462.7250
Admin Net	13	467.6875			

***Optional channels if players want to use sub-unit coms. As a minimum, however, please be sure representatives from every squad are monitoring your Spanish or British command net as appropriate**



Timeline

Saturday, March 16th

- 0700 - Gates open.
- 0730 – Chrono and Registration desk open.
- 0930 – GAME & SAFETY BRIEFING
- 1300 – Lunch
- 1730 – (Approximately) ENDEX

PLEASE be onsite no later than 0830. It takes time to check-in and chrono players. Please take advantage of online pre-registration and online waivers to speed the check-in process on game day. You will still need to check in at the registration desk, even if you have pre-registered online to get your wristband and meal tickets.

Wayne's World of Paintball

4841 S. Pine Street

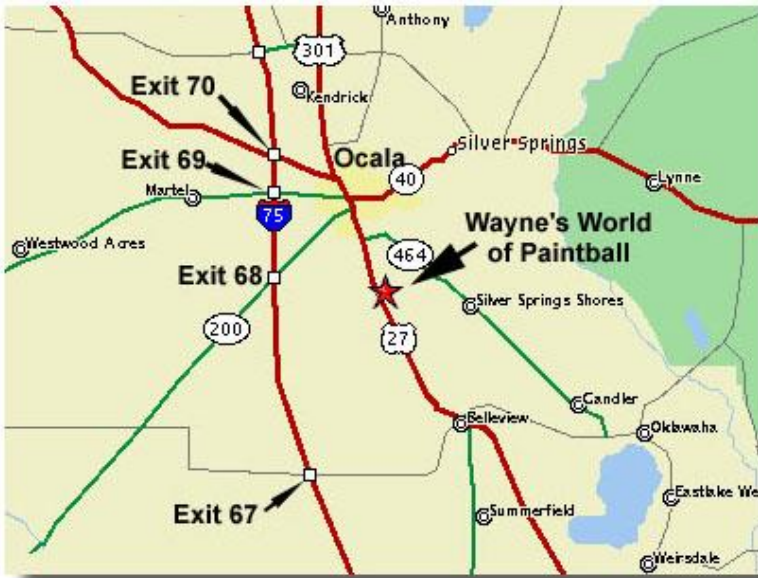
Ocala, Florida 34480

Field Location

Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. You **must turn right again** when you reach the Popeye's Restaurant - Pine Street.)



The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill. You will be in the camping and parking area.

Lodging (a few options... many more are in Ocala)

Country Inn and Suites

I-75 Exit #350

3720 S.W. College Road (352) 237-0715

Motor Inn

3601 West Silver Springs Blvd. (352) 629-6902

ask for Lahni or Kay

Royal Inn

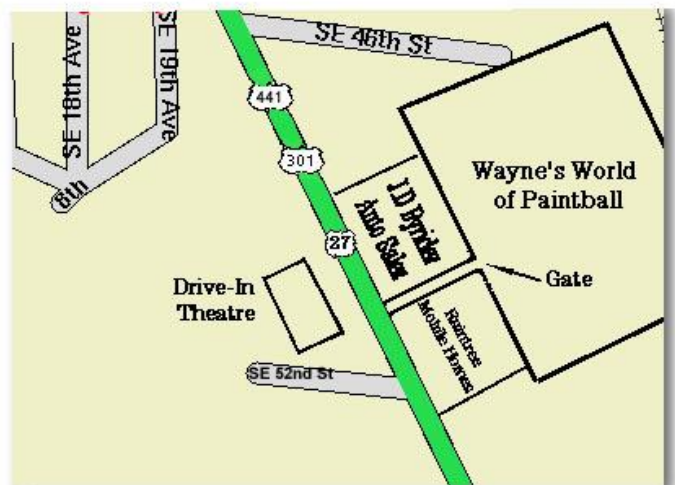
2900 S. Pine (352) 732-3575

Travel Lodge

1626 S. Pine (352) 622-4121 ask for Lesley or Steve

Holiday Inn Express

1212 S. Pine (352) 629-7300

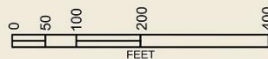


***** Camping Onsite is Available – clean up your area and no open fires*****

HIS MAJESTY'S COLONY OF ST. ANNE

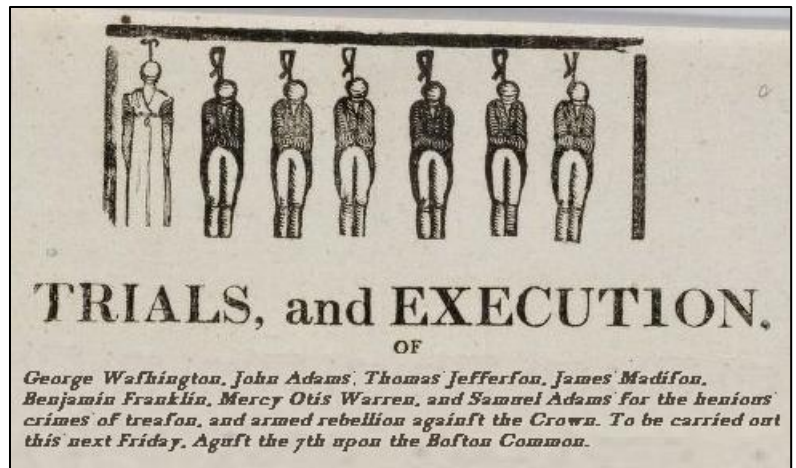


SCALE 1:100



Additional Event Notes

We will take a lunch break at approximately 1300hrs. Hotdogs, chips and sodas are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. We will not be taking a dinner break. The game is planned to run until approximately 1730 depending on the energy and interest level of the players. Pace yourself, drink plenty of water... and you should be good to go into the late afternoon.



Please remember to **PACK OUT EVERYTHING YOU PACK IN.** In other words, **DO NOT LEAVE TRASH ON THE FIELD.** Put all trash in your pocket or pouches and throw away your trash where it goes... **IN THE TRASH CAN.**

A water station is located at the entrance to the field along with a misting system if you need to cool down. Do not allow yourself to become dehydrated on the field. When your squad leader or an admin tells you to drink water, then drink water. Even if you are not particularly thirsty, drink water. If you need water but have an empty canteen or hydration pack, do not hesitate to ask a squad mate or admin for water.

BBs and Weapons Magazines

Wayne's World of Paintball requires the use of bio-degradable or earth-friendly BBs.

Check list for King & Country

- Airsoft AEG & magazines
- Spare AEG & magazines
- Sidearm & magazines
- Airsoft gas
- Batteries for AEGs
- Bio-degradable / Earth Friendly BB's
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, chest rig, plate carrier, LBV, LBE
- Optional gas mask or respirator
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Belt
- Radio w/ spare batteries
- Spare radio w/ more spare batteries
- Weapons sling
- Ruck sack or other back pack item for carrying non-essentials
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Anti-fog

- EYE PROTECTION... yes... it's that important
- Speed loader
- GUN BAG – don't carry your weapon out in the open
- Diamond Dogs Map
- MGP Waiver
- Waynes World of Paintball Waiver
- NSERA Waiver
- Admission fee
- WATER... again... it's important
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list that includes some of the 'basics'. You may find that you need more than the items listed, or less of the items listed. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you can be a self-contained entity.

GATHER and begin preparation of ALL YOUR GEAR no later than Thursday night. This will allow for any last minute items to be found in time.

MindGame Productions 2024 Event Rules

General

- We reserve right to revoke play from players who break our stated and in-game rules during the event.
- Players under 18 must have waivers co-signed by a legal guardian.
- Read the player's pack. Be familiar with the event rules!

Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles worn only in conjunction with shooting glasses or prescription glasses.
- Red dead-rag mandatory
- Red flashlight / red chem-light mandatory to signal "dead status" for night games
- Uniforms appropriate for selected faction are required.
- All players must have at least one canteen or hydration pack
- Radios recommended.
- Driver's license or other form of ID should be kept on person at all times.

Weapon Rules

- RIFLE / SMG - OK < 400 fps with 0.20g BBs (10' minimum engagement)
- DMR – OK < 450 fps with 0.20g BBs (50' minimum engagement, physically locked to semi)
- Support – OK < 450 fps with 0.20g BBs (50' minimum engagement, no firing indoors)
- Sniper – OK < 550 fps with 0.20g BBs (100' minimum engagement, bolt-action or manual cocking only)
- Weapons with external gas tanks must have regulator locks.
- Weapons on safe with magazines out in the staging area
- No blind firing. Eyes should be looking down the barrel when engaging a target.
- If target is within 10', please use safety kill and "bang" out the enemy (max 2x enemies)

Wounds and Medic Rules

- A hit anywhere on body or gear is a valid hit.
- Ricochets are not counted, but if in doubt, call the hit
- Friendly fire counts as a hit
- Grenade casualty radius is 10'-15', if in doubt, assume you're in the radius.
- Knife kills are silent, and they do not leave you wounded. You are dead.
- The first hit or burst that hits you leave you wounded
 - Yell "HIT!". Go prone or take a knee. Display your dead-rag or red dead-light.
 - You MAY call for medical assistance but don't point or call out enemy positions to team mates.
- If you are shot again or knifed while wounded, you are dead and must establish/move to a nearby casualty collection point.
- You may "buddy-carry" a casualty with one hand must be on casualty's vest. Both may move at a walk
- Each player should carry at least two ACE bandages in a personal IFAK
- Any other player may administer first aid.
 - The medic will take an ACE bandage from IFAK and wrap it fully around casualty's arm (or body part)
 - When the bandage is wrapped and secured, casualty is back in play
 - You may be wounded and return (via 5 Minute heal or bandage) TWO TIMES ONLY
 - If you are shot again after two previously healed wounds, you are dead and go to casualty collection point.
- Wait near the fighting at the casualty collection point. Keep your dead rag visible. Drink water. Reload. Wait for the local fighting to conclude and rejoin your squad leader to be respawned back into play.

Pyro/ Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used
- Plan your smoke ahead of time
- Do not throw smoke into buildings
- Players should stay in the general area and continue to watch their smoke until it fully burns out.
- Watch for fires!!!