



Crystal Razor 3

Players Packet

May 18th, 2024

DV8 Airsoft Field, Lithia FL

\$40 online pre-registration / \$45 onsite registration

Mexico has long been a staging and transshipment point for narcotics, illegal immigrants and contraband destined for U.S. markets from Mexico itself, South America and elsewhere. During the 1980s and early 1990s, Colombia's Pablo Escobar was the main exporter of cocaine and dealt with organized criminal networks all over the world. At first, the Mexican gangs were paid in cash for their transportation services, but in the late 1980s, the Mexican transport organizations and the Colombian drug traffickers settled on a payment-in-product arrangement. This arrangement meant that organizations from Mexico became involved in the distribution, as well as the transportation of cocaine, and became formidable traffickers in their own right.



The demise of the Colombian Cali and Medellin cartels in 1990s allowed the Mexican cartels to expand their powers so that they now control 90% of the cocaine entering the United States. Unconfirmed reports place the death toll of the Mexican Drug War at over 100,000. Although the Mexican government and military are pledged to dismantle the cartels and stop the violence in their country; corruption and fear of cartel reprisals continue to plague Mexican counter-narcotic efforts. Eight or more major cartels are currently active in Mexico, often battling one another for production and distribution networks as well as counter-narcotic teams from the United States and Mexico.

The Mexican cartels are known for ruthless violence and brazen attacks... the Mexican drug wars between rival cartels and the government have claimed countless lives.



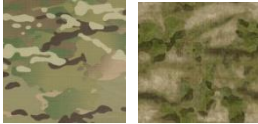

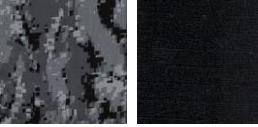


The Mama Gallo Cartel is a recent offshoot of Los Zetas. A leadership dispute among the Zetas spun off several fragments from this cartel originally founded by a group of former elite Mexican army soldiers originally hired to operate as a private army for the Gulf Cartel. They were instrumental in the Gulf Cartel's domination of the drug trade in much of Mexico for many years. When the leader of the Gulf Cartel was arrested in 2007, the Zetas, now numbering approximately 300, set up its own independent drug, arms and human-trafficking networks. The Mama Gallo Cartel broke away from the Zetas in 2014 and has carved itself a small but lucrative territory straddling the Texas and Mexican border. Like the Zetas, the Mama Gallos are notorious for targeting civilians and have also been connected to human trafficking and extortion.

The Mama Gallos control of the Piedras Negras border region has grown to a point that the Mexican government has invited a US Counter-Narco task force led by DEA FAST personnel and supported by US SOCOM troops to officially “train” with Mexican Federales along the border region. Unofficially, the US Counter-Narco task force will be conducting joint missions with the Federales against the Mama Gallo Cartel!



UNIFORMS and Units

We have fun with the Counter-Narco events—blending military and paramilitary forces with Cartel gang-members and DEA operators. Broad team differences are US Forces in Tan-based camo OR solid color shirts and jeans/tactical pants. Cartel forces in Green-based camo OR patterned shirts and jeans/tactical pants. And Mexican Federales in black/urban camo patterns. Drug wars can get messy and confusing. It’s important to know where your allies are, and to communicate regularly between teams.

| | | |
|-----------------------------------------------------------------------|-------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>US Special Operations Command</p> |  | <p>Tan-based camouflage uniforms such as Multicam or ATACS. MilSim gear.</p> |
| <p>DEA FAST Foreign-deployed Advisory and Support Team</p> |  | <p>Field Operators: Black shirts and tan/coyote pants. Milsim gear. Urban Operators: Solid color shirt (no green tones!) and any pants or jeans. MilSim gear.</p> |
| <p>Mexican Federales</p> |  | <p>Black or urban camouflage uniforms (urban digital, MC black, ATACS LE, etc.)</p> |
| <p>Cartel Paramilitary Forces</p> |  | <p>Green-based camouflage uniforms such as Woodland patterns or Flecktarn. MilSim gear.</p> |
| <p>Cartel Gang Members</p> |  | <p>Any colored pants or jeans and patterned shirts, such as plaid or Hawaiian shirts</p> |

Event Overview

Crystal Razor 3 will roll out in a series of mission blocks. The Cartel and Counter-Narco teams will each be assigned specific mission goals and objectives to try to accomplish in that mission time frame.

Example Mission Block: 90 minutes

Narcos

- Transport drug shipment from lab to buyer in town.
- Transport cash payment from buyer to cartel banker.
- Protect Cartel weapons cache.
- Rescue cartel lieutenant from Federales custody

Counter-Narcos

- Locate and destroy drug lab
- Intercept drugs or money in Cartel drug trafficking operation
- Locate and destroy Cartel weapons cache
- Protect prisoner until time to transport to extradition flight



In most cases, there will not be adequate time to accomplish all objectives without teams dividing their effort between objectives. Leaders need to decide how much of their combat strength to put toward each goal, knowing that if one task can be accomplished quickly, they can shift resources to efforts that have stalled out.

This requires teams to make tactical planning decisions before and during each mission and provides a level of uncertainty as you may not know just how much of the enemy strength will be coming against you at any given time.

RADIOS

There should be several radios scattered across an 8-10-man squad to be able to coordinate internal fire-teams and have one dedicated to the command net.

Have at least one radio in your squad dedicated to the command net so you can hear intel and coordinate efforts with other friendly teams. It is very helpful for admins to be able to drop onto a command net and send out information and announcements to teams across the field.



Radio Channels are:

| American Radio Nets | FRS/GMRS | UHF Freq | German Radio Nets | FRS/GMRS | UHF Freq |
|--------------------------|----------|----------|--------------------------------|----------|----------|
| Unassigned | 1 | 462.562 | Unassigned | 7 | 462.712 |
| DEA FAST (optional) | 2 | 462.587 | Unassigned | 8 | 467.562 |
| US SOCOM (optional) | 3 | 462.612 | Unassigned | 9 | 467.587 |
| US Task Force Command | 4 | 462.637 | Cartel Woodland Ops (optional) | 10 | 467.612 |
| Mexican Federales | 5 | 462.662 | Cartel City Ops (optional) | 11 | 467.637 |
| Joint Command Net | 6 | 462.687 | Cartel Command Net | 12 | 467.662 |
| Unassigned | | | | | |
| Unassigned | GMRS 1 | 462.550 | Unassigned | GMRS 5 | 462.650 |
| Unassigned | GMRS 2 | 462.575 | Unassigned | GMRS 6 | 462.675 |
| Unassigned | GMRS 3 | 462.600 | Unassigned | GMRS 7 | 462.700 |
| Unassigned | GMRS 4 | 462.625 | Unassigned | GMRS 8 | 462.725 |
| | | | | | |
| | | | | | |
| Admin Net | 13 | 467.687 | | | |

Important Frequency and Channel note!

FRS radios, such as Motorola Talk-Abouts, Midland FRS radios and similar ones are commonly available at “big box” stores and camping supply shops. They are pre-programmed to a set of Federal Reserve System (FRS) frequencies specifically designed for low-power, civilian radio chatter. These are common across all FRS radios... so that a Motorola radio on FRS channel 5, speaks easily to a Midland on FRS channel 5.

Many programmable radios, particularly those made overseas such as BaoFengs, come with different programmed frequencies out of the box. An out of the box BaoFeng on “BaoFeng channel 3” is on a different frequency than FRS channel 3! Many players seem to have not known this and it seems to have contributed to a dip in radio usage.

These sample instructions are for a BaoFeng UV5R, one of the most common models.

- Switch your BaoFeng from Channel Mode to Frequency mode by pressing the orange button on the front labelled “VFO/MR”. That toggles between pre-programmed channels and entering specific frequencies.
- Listed in the chart above are the **FRS** channels and the actual frequencies for those channels.
- If you want to speak with an FRS radio on channel 7, set the BaoFeng frequency 462.712.
- Consider using the Lock/Unlock key on the bottom left of the keypad. There is a key symbol on it. This will lock in the current freq or channel to prevent it being changed by accidentally pressing a button.

Since many new players have FRS radios, this chart proposes FRS channels for game use, with the frequencies provided so players with BaoFengs can set, or even program, their BaoFengs appropriately. I think that’s caused confusion in the past.



Timeline

Saturday, May 18th

- 0800 - Gates open.
- 0815 – Chrono and Registration desk open.
- 0945 – GAME & SAFETY BRIEFING
- 1330 – Lunch
- 1800 – (Approximately) ENDEX



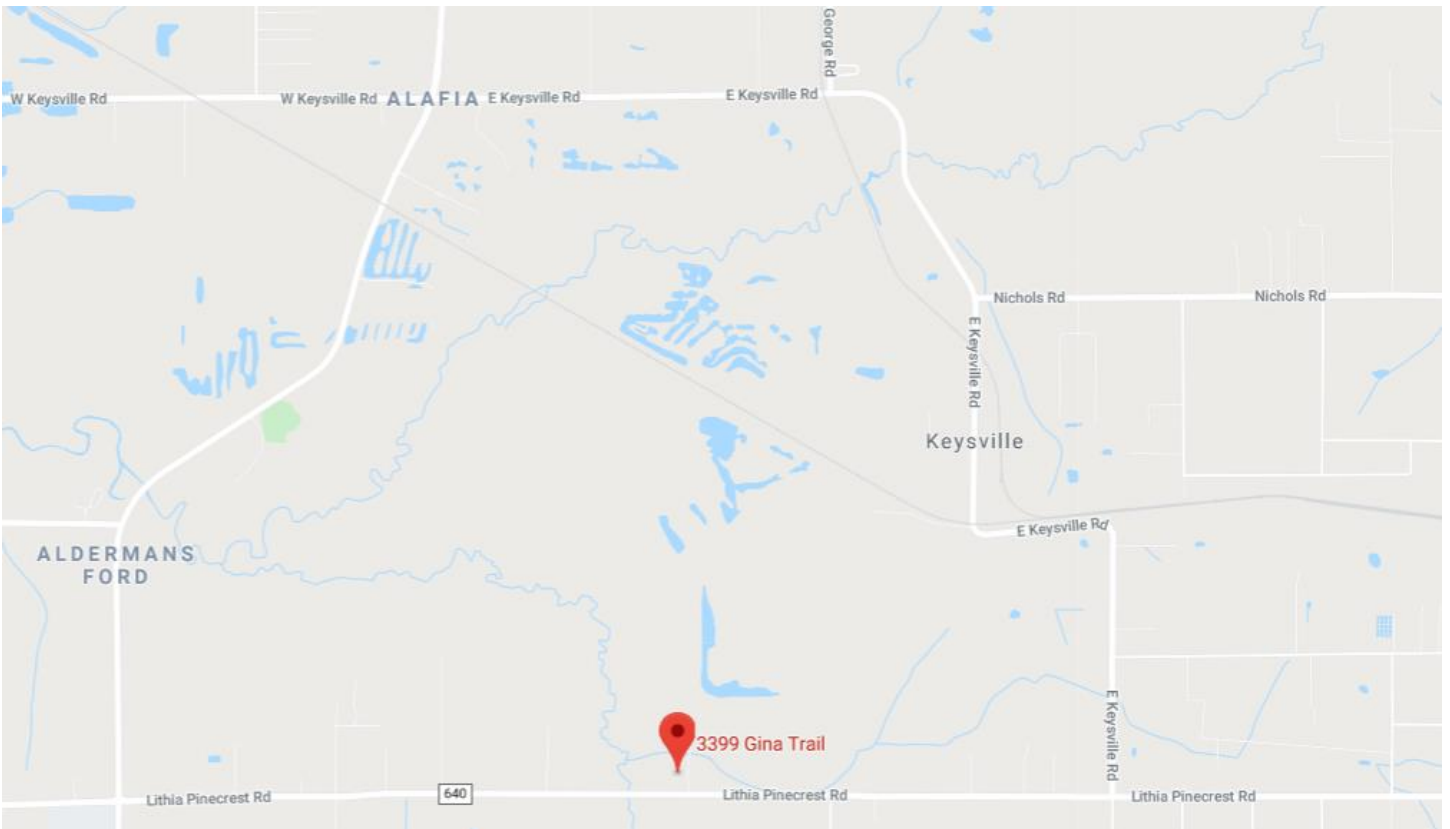
PLEASE be onsite no later than 0830. It takes time to check-in and chrono players.

**DV8 Airsoft Field
3399 Gina Trail
Lithia, Florida 33547**



Field Location

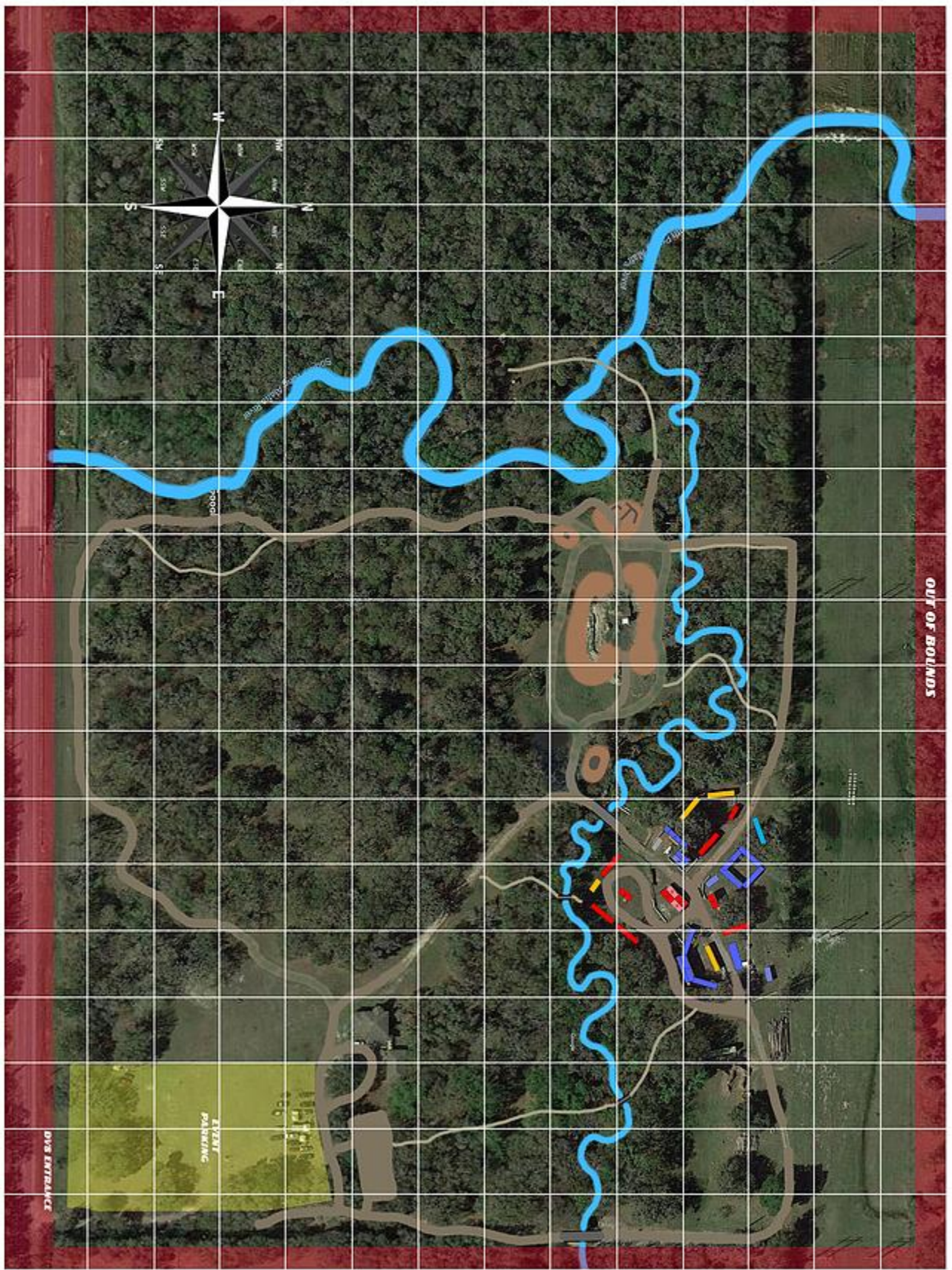
DV8 Airsoft Field is located east of Tampa and south-west of Lakeland and Orlando. Follow the entrance drive through the gate and turn into the camping and parking area.



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

A B C D E F G H I J K L M N

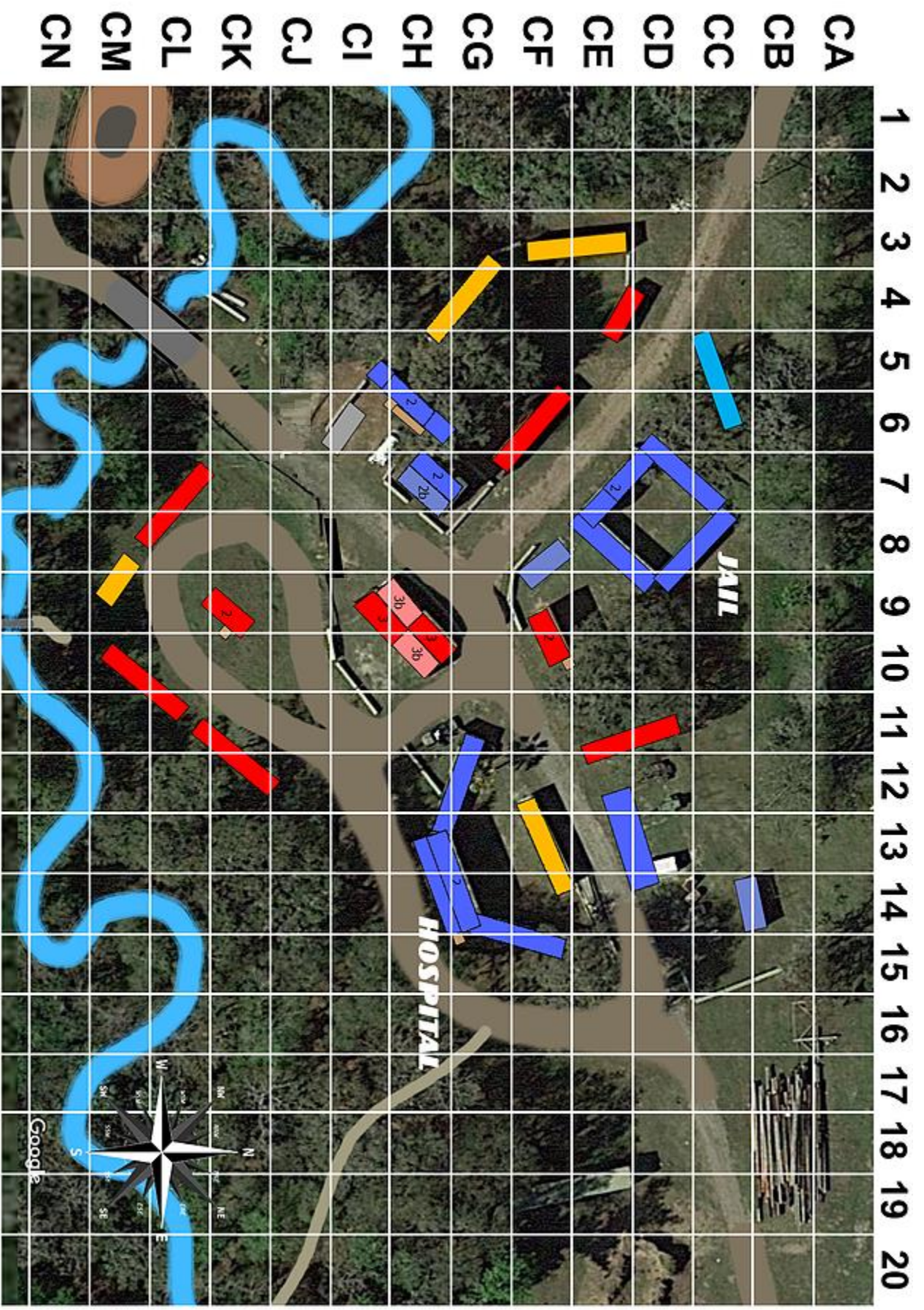
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19



OUT OF BOUNDS

EVENT PLATFORM

DOG ENTRANCE



Additional Event Notes

We will take a lunch break at approximately 1300hrs. Players may wish to bring powers bars, trail mix, MREs or other fast and easy food. The game is planned to run until approximately 1730 to 1800 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 night.

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**.



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.

Check list for Crystal Razor 3

- 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
- Mapa
- MGP Waiver
- Waivers
- 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.

Event Rules for DV8 AIRSOFT FIELD

GOLDEN RULE

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this ruleset, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Games are designed by and administered by experienced players. If you are shrugging off hits, disrespecting other players or breaking the rules, you will be called out by other players on the field. Be a part of the solution and encourage your fellow participants to play honorably.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating, disrespecting the staff and other participants or violating safety protocols will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

LOST AND FOUND

- If you come across any items that were obviously dropped by another participant please pick it up and turn it into game coordinators or to the Check-In table so it may be returned to its rightful owner. We recommend marking any equipment with a name or callsign that may come loose or be thrown, such as Thunder B grenades.

AGE RESTRICTIONS

- We allow participants as young as 10 at our events. All participants under the age of 18 must have their waiver signed by their parent or guardian. Note that while we allow minors to attend, our events are designed for a mature audience and require a level of self-control and respect not typically found in minors. Please consider this before signing up minors as it can negatively affect your experience and the experience of those around you. Additionally, anyone under the age of 18 needs to wear lower face protection and hearing protection in addition to their required eye protection. This is for their safety and non-negotiable.

ALCOHOL & DRUGS

- Events are alcohol and drug free.

REQUIRED EQUIPMENT

EYEPRO

- Eyepro will remain on at all times on the field. No exceptions! If your lenses fog, do not remove them from your face. Move around to increase airflow and consider anti fog/ ExFog systems. Fogging lenses are a natural part of running around in Florida. Accept that it will always be an issue and move on.
- MGP and DV8 will not be responsible for injuries caused by participants who take their eyepro off during games. You only get one pair of eyes, do not play around with their safety.
- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. If your eyepro is "on the border" of this standard then we will err on the side of caution and disapprove them. Ensure you have a backup that you know will 100% pass inspection. While not required for players over the age of 18, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries.

MILSIM TOURNIQUET

- Every participant must carry two (2) MilSim West style airsoft tourniquets or Ace bandages on their person at all times on the field. These are low cost, standard ways to track medic progress. Similar TQ's by Emerson Gear and TCA are approved. We highly recommend not using real Tourniquets or Dummy Tourniquets as these may be mistaken for real medical devices.

SUGGESTED EQUIPMENT

HEARING PROTECTION:

- Hearing protection should be worn at all times. You could be subject to noises in excess of 120 db's at any time during an event. This includes but is not limited to: Propane cannons, artillery simulators, commercial 1.4G pyro (such as Enola Gaye or Taginn products), flashbang simulators, dummy land mines and loud electronic sound effects. MGP and DV8 will not be responsible for injuries caused by participants who choose not to use hearing protection during any games.
- Any military style hearing protection is appropriate however foam earplugs work just fine.

TACTICAL UNIFORMS:

- This game is designed to offer a higher level of Team ID than normal airsoft games. Therefore, a combat top, BDU blouse or Polo with velcro patches on the sleeves is highly recommended. These outfits are not requirements, and you may play in normal clothes. DV8 may use velcro-backed patches for Team ID.

FACE PROTECTION:

- BB's at any velocity can cause damage to your teeth, or break the skin. It is highly recommended that players wear lower face protection. Players under 18 must wear lower face protection at all times.

APPROVED OPTIONAL EQUIPMENT:

- Participants are authorized to bring and use any kind of pyrotechnics classified as 1.4G and marked for airsoft gaming use. Examples of authorized brands are Enola Gaye, Taginn and TLSFX. These pyrotechnics should be used with care and responsibly deployed. Be mindful of where your grenade is going before you throw it, and try not to have them land on or under/behind someone in a seated or lying down position.
- Homemade pyrotechnics are not authorized under any circumstances.
- Cold Burning Smoke Grenades are approved. Cold burning means that they do not require a lighter or fire source to ignite. Smoke grenades that require a lighter or striker are not allowed. Smoke grenades may still become warm or hot, please use caution when deploying these. Smoke grenades are never allowed to be used inside a structure. If a smoke grenade is causing smoke to enter a building in a large volume, immediately evacuate the structure and move the grenade further from the building. Smoke displaces breathable air and causes a substantial reduction in visibility, it should only be used in open and well-ventilated outdoor areas for concealment.
- Night Vision, Thermal and IR Equipment is authorized for use in games. Lexan or steel mesh lens protection is highly recommended. MGP, DV8 nor other players are responsible for damage to your equipment through the normal course of gameplay. Use this equipment at your own risk.
- Claymores, Land Mines, Tripwires and other unmanned equipment may be used subject to approval by game staff. Please speak with the game coordinators before deploying any of this kind of equipment.
- Lasers MUST be eye safe and not aimed at heads. Participants need to try their best and aim lasers center mass on the human body in a momentary function. There is no need to keep an active laser on permanently. In the event of signaling, the user is authorized to designate targets in a circular or moving motion. For example, identifying a target on the objective and / or shifting fires as another element moves into the "Killzone"
- Fake Knives may be used for silent kills. No sharp plastic knives are allowed. Rubber knives are approved and may only be used to lightly tap another player. Any rough handling of another player will result in removal from the field and contact with law enforcement if necessary.

FACILITY

- The DV8 Field is a premier AO with multi-story buildings, roads, alleys, balconies, creeks, foxholes and trenches. It has taken over a decade to build this extremely unique facility.
- Never climb on top of containers, over fences or through windows.
- Do not add graffiti to any part of the field for any reason.
- Never tear or move sandbags.
- Never shoot at livestock or animals on the property for any reason. You will be immediately handed to local authorities and will be banned from DV8 permanently. Do not use animals for cover. This land is where they live, do not stress them out.

- Do not cross any water feature that you cannot see the bottom of. Creeks are typically shallow enough to cross safely on foot. Do not cross the large river on the property on foot. Always use a bridge.
- The DV8 property is surrounded by a fence on the East, North and West. Lithia Pinecrest Road is on the South and is completely out of play.
- Stay at least 150 feet from the residence and parking lot on the property at all times. Never shoot towards the house or parking lot for any reason.

VEHICLES

• The games at DV8 may include the use of real military vehicles, armored personnel carriers and tanks. All players **MUST** be aware of the safety protocols around vehicles and abide by all rules related to their use. This is for all players' safety and enjoyment. Safety is more important than any game objectives. Act accordingly.

1) NEVER get within 20 feet of any moving vehicle. Visibility is limited from these vehicles. Do not assume the driver or crew can see you. Vehicles will be limited in speed, if you are in their path move immediately out of the way, even if you are hit and awaiting a medic or bleed out. Be aware that tanks with treads have a 0° turn radius.

2) Vehicles can be disabled by opposing forces via launchable rounds (Ex: Chalk/ Approved Pyro Rounds) or based on the game rules such as an air horn or detonation box. Specific anti-vehicle rules will be laid out ahead of any game involving vehicles.

3) NEVER approach a vehicle, even if it is parked, unless you are specifically beckoned by a crew member to get closer. Never climb on a vehicle for any reason.

4) If you are invited into a vehicle, be respectful of the equipment inside and crew. The inside of an armored personnel carrier is cramped, dark, and disorienting. If you are claustrophobic, experience motion sickness or have safety concerns about being in such a vehicle, opt out of entering.

5) Vehicles outfitted for airsoft are designed to enhance the excitement, realism and cool factor of our games. These are extremely expensive pieces of equipment that their owners have spent hundreds of hours designing and building. It is a privilege to use these vehicles for airsoft, and they create unique and interesting objectives for all participants, including their crews. Although powerful, the vehicles are not introduced to crush their opposition or act as some “Juggernaut” unkillable object. Coordinated planning from a capable anti-tank ground team will defeat them.

6) If you would like to bring your own military vehicle to the field, please speak with DV8 staff ahead of time, and be prepared to send photos, proof of insurance and a list of capabilities and crew members. You will be held to an extremely high safety standard, be prepared to demonstrate your safety protocols to DV8 staff before games.

7) Vehicle mounted weapon systems must follow all Weapon Joule, MED and ROF requirements.

UNIVERSAL MEDIC RULES

- There is no “Safety Kill” or “Surrender” rule at our games. Players may offer a courtesy to other players by not shooting them, but the other player has the choice to accept the kill or not. It is best practice to shoot the enemy once, in the leg or backside to ensure a clean kill without contest.
- All BB hits to any part of your body and any gear/equipment secured to your person count as a hit whether it's a ricochet or direct hit. Weapon hits do not count.
- Blind fire is not authorized and strictly prohibited at DV8. Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are out.
- Airsoft is a hobby of integrity. Call your own hits. Never call opposing participants hits.
- When you are hit immediately fall to the ground and simulate being shot for real – the louder the better. Often it is difficult to hear participants over the noise of firing AEG's and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. **BE AS LOUD AS YOU CAN.**
- While waiting in place, please do not reload magazines and/or grenade shells, test-fire your weapon or anything else other than calling for a medic* - reloading sounds and “testfiring” cause a distraction for live participants in the area who may inadvertently believe you are still in-event and therefore shoot at you.
- Never seek a medic towards an objective. Direction should always be both away from your given objective and away from the action.

- When hit, you must stay in place and request a medic. You may not move until a medic has both hands on you. You can walk with a medic to a new location where they can add a TQ to your arm.
- There is a 5 minute bleed-out. If a medic has not reached you in 5 min, you are dead and need to follow respawn procedures. Once you have been hit twice and medic'd twice, on your third hit you must stay in place for 5 minutes, bleed out and follow respawn procedures.
- Some game scenarios may include player elimination, or "hit you're out."
- Always follow the medic rules for the specific game you are playing. Adjusting the medic and respawn rules before each game allows us to amplify or limit the number of players for each scenario.

WEAPON RESTRICTIONS

WEAPON JOULE LIMITS:

SMG (1.00 J) A magazine fed replica of a submachine gun. No MED.

Includes the MP9, MP5, P90, MP7, etc.

Full auto allowed indoors

Rifleman (1.55J) A magazine fed replica carbine. No MED.

Includes the M4, AK, HK416, etc.

Semi-automatic only

Mid or low capacity magazines only

DMR (2.20J) – 75ft+ minimum engagement distance, no rapid fire, no burst (2-3 round) fire.

Unlike sniper rifles, DMRs are always semi-automatic replica rifles. Preferable to have a replica that holds a 7.62 sized magazine. Includes the HK417, M27, SR-25, G3, M14 EBR, Mk 12 SPR, M16A4, SVD, etc.

Semi-auto only.

Mid or low capacity magazines only.

Must have two of the three following requirements to qualify as a DMR:

Bipod

Magnified optic

Extended barrel 16+ Inches

LMG (1.88J) – 50ft minimum engagement distance

Must have a bipod if not a Belt fed weapon.

Full auto allowed outdoors. Includes shooting outside a container. No engagement allowed within the same structure.

Sniper (3.6J) 100ft+ minimum engagement distance (bolt action, single shot only)

ROF is not to exceed 25rps for all guns.

MGP and DV8 reserves the right to spot check guns for compliance with rules as required.

- Teams may be limited on the number of deployed machine guns. This is to faithfully recreate the infantry squad organic structure and to ensure there aren't too many LMG/MMGs hosing down the AO. Please bring an alternative weapon as a backup to your LMG/MMG in case you are requested to use a different weapon platform.
- Participants should discuss their operational capabilities with team leaders to give their faction the best chance to complete objectives.
- Launchable 40mm grenades are approved for use against vehicles. If commercially available, pyrotechnic launchables with time delay fuses may be used against other players. Grenadiers need to follow all weapon restrictions of the Rifleman class. Grenadiers should never fire rounds directly at other players, they should aim to land rounds at their feet or inside of a structure.

GRENADES

- Grenades have a 15 Foot Kill Radius, even if you are not hit by debris or BB's. If you are struck by a BB from a grenade beyond 15 feet, this counts as a hit. Grenade damage does not translate through hard cover (wood walls, heavy military crates, container walls, concrete barriers.) Grenade damage translates through soft cover (branches, leaves, underneath vehicles, furniture, other players.) Grenades are expensive, limited in their use and a powerful tool to use in CQB environments. If you find yourself on the receiving end of a grenade blast, offer the benefit of the doubt to the thrower and call your hit.

- If you are shot while holding a grenade and the pin has ALREADY been pulled you may:
 - 1) If the grenade has a spoon (ex: Taginn, Thunder B)
Replace the pin and reholster your grenade.
Drop the grenade where you stand. You may not throw the grenade.
Lay on the grenade holding the spoon. You may only drop the grenade if you are "searched" by another player for intel or objectives. If you bleed out, you must replace the pin and reholster the grenade.
 - 2) If the grenade does not have a spoon (ex: Enola Gaye, TLSFX) Drop the grenade where you stand.
You may not throw the grenade.