



Diamond Dogs 4 Player's Packet

May 31st, 2025

Wayne's World of Paintball, Ocala FL

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

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Nambia is a small country on the west-central coast of Africa encompassing some 1,100 square miles. It's seen the Portuguese, English and French flags flown over its soil during the era of colonization, achieving independence in 1968. A geographic flyspeck on the continent, it's been a Petri-dish of tropical disease, a link in the slave trade, a crossroads of tribal wandering and territorial wars, and it's government has achieved one of the worst human rights records in the world today. Nambia ranks 136th on the UN's 2014 Human Development Index, it is a source and destination for human trafficking, less than half the population has access to clean drinking water and 20% of children die before reaching the age of five. All in all, Nambia is a tiny, miserable excuse for a country that most would just as soon ignore or forget completely if not for one significant detail... since the mid-1990s it has become one of the largest producers of diamonds and a significant source of uranium. It has the highest Gross National Income per capita of any sub-Saharan African country, however these vast riches are concentrated among a handful of ruling political elite.

President Obiang ruled for three decades and survived over a dozen coup attempts. Despite his abysmal record with Human Rights Watch and Amnesty International, Obiang was hailed as a "friend of the United States" and very much a friend of the half-dozen international mining corporations with holdings in Nambia. Two months ago, Obiang's luck finally ran out in a military coup that left the pieces of dismembered corpse dangling from piano wire at the corners of the presidential palace.



While the capital of Montserrado is a whirl of intrigue and infighting as the former coup allies fight for control of the government, the countryside has become a dystopian blood-bath as tribal rivalries resurface and local militias exact revenge on neighbors for offenses both real and imagined.

The multi-national corporations have long used private military companies to safeguard their properties in Nambia. In the past month they have tripled this mercenary presence, ostensibly to protect their investments against rampaging militia. With so much international attention focused on the capital, however, some corporations are using this time to conduct military operations against their business rivals.

Welcome to one of the darkest places in Africa!

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 (e.g., no black shirt worn with multicam pants). 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 yellow arm-band in the woods to properly designate your team affiliation... wear the proper uniform!**

	<p><u>Stormborn Solutions</u></p> <p>A UK-based private military company (PMC). Members are drawn heavily from former SAS and Royal Marines, augmented by ex-military personnel from mostly NATO partner countries.</p>	
	<p><u>Black Rhino</u></p> <p>A South African-based PMC. Members are primarily recruited from former South African Defense Force (SADF) personnel, with many East European and Russian ex-military personnel.</p>	
	<p><u>Ravenwood</u></p> <p>An American-based PMC. Most members are recruited from the US SOCOM community, with a handful of ex-military personnel from a range of other nations filling their ranks.</p>	 <p>Black & Tan: <i>Black shirt with tan/khaki/coyote/FDE pants</i></p>
	<p><u>Tribal Militia</u></p> <p>While disorganized and undisciplined, Nambian militias are extremely dangerous, psychotically brutal, and usually drugged up on brown-brown (a mixture of cocaine and gunpowder) or from chewing khat leaves.</p>	 <p>Chaotic African Militia: <i>Civilian clothes, camouflage in strange colors, soccer-team jerseys, American rapper t-shirts from the '90s, etc.</i></p>

Waivers

Please complete your waivers online in advance by going to <https://waiver.smartwaiver.com/v/2025to2026>

If you completed a Waiver for Wasteland 16.5... you should already be covered, otherwise you'll need to fill out a new one for March 2025 – February 2026.

Chrono Procedures

Take all of your weapons, INCLUDING back up weapons or 'emergency' 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



We do not consider a P90 with a 3000+ round reservoir magazine to be 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.**



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.



Communications

Radio Channels are:

Radio Nets	FRS/ GMRS	UHF Freq		Radio Nets	FRS/ GMRS	UHF Freq
-	1	462.5625		Stormborm Solutions	7	462.7125
-	2	462.5875		-	8	467.5625
-	3	462.6125		Black Rhino PMC	9	467.5875
-	4	462.6375		-	10	467.6125
Nambian Militia	5	462.6625		Ravenwood	11	467.6375
-	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				

A frequency is a measured radio wavelength, while channels are short-hand numbers arbitrarily assigned to a frequency by manufacturers. FRS radios are pre-programmed to a set of Federal Reserve System (FRS) frequencies specifically set aside for low-power, civilian radio chatter. Many programmable radios made overseas, such as BaoFengs, come with programmed frequencies which have been assigned channel numbers by their manufacturer. There is no guarantee, however, that the channel not sold as a dedicated FRS/GMRS radio will have the same programmed configuration as an FRS radio. An out of the box BaoFeng on “BaoFeng channel 3” is on a different frequency than FRS channel 3!

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.



Timeline

Saturday, May 31st

- 0700 - Gates open.
- 0745 – Chrono and Registration desk open.
- 0915 – Briefing
- 0930 – Planned game start
- 1300 – Lunch
- 1730 – (Approximately) ENDEX

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

Waynes World of Paintball

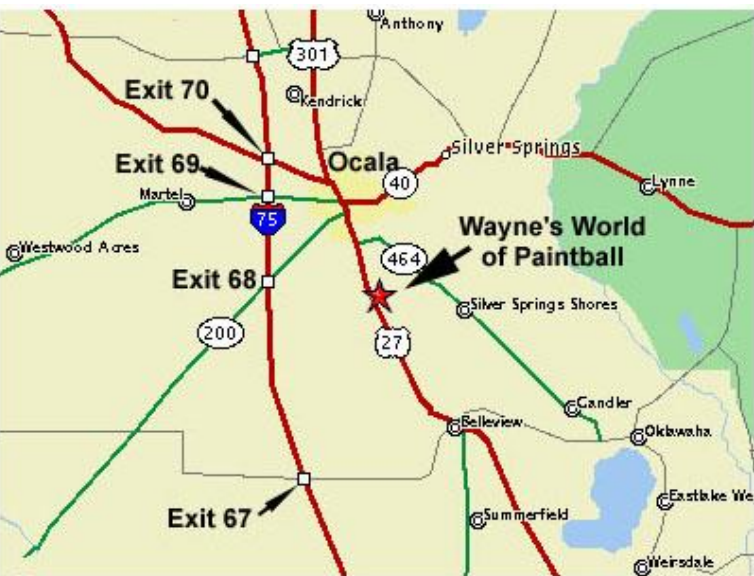
**4841 S. Pine Street
Ocala, Florida 34480**

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

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

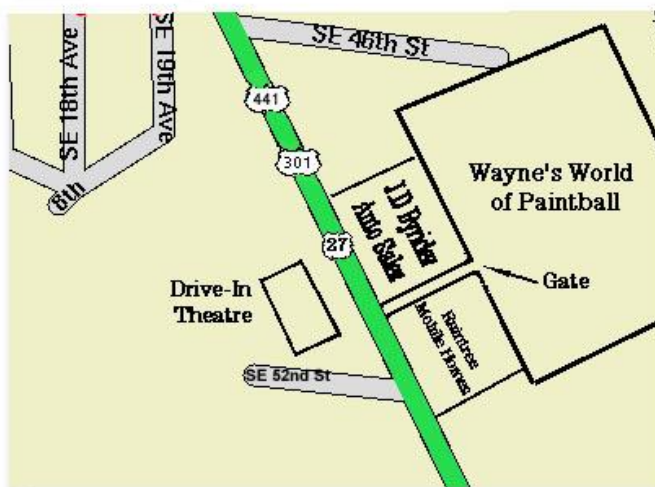
2900 S. Pine (352) 732-3575

Travel Lodge

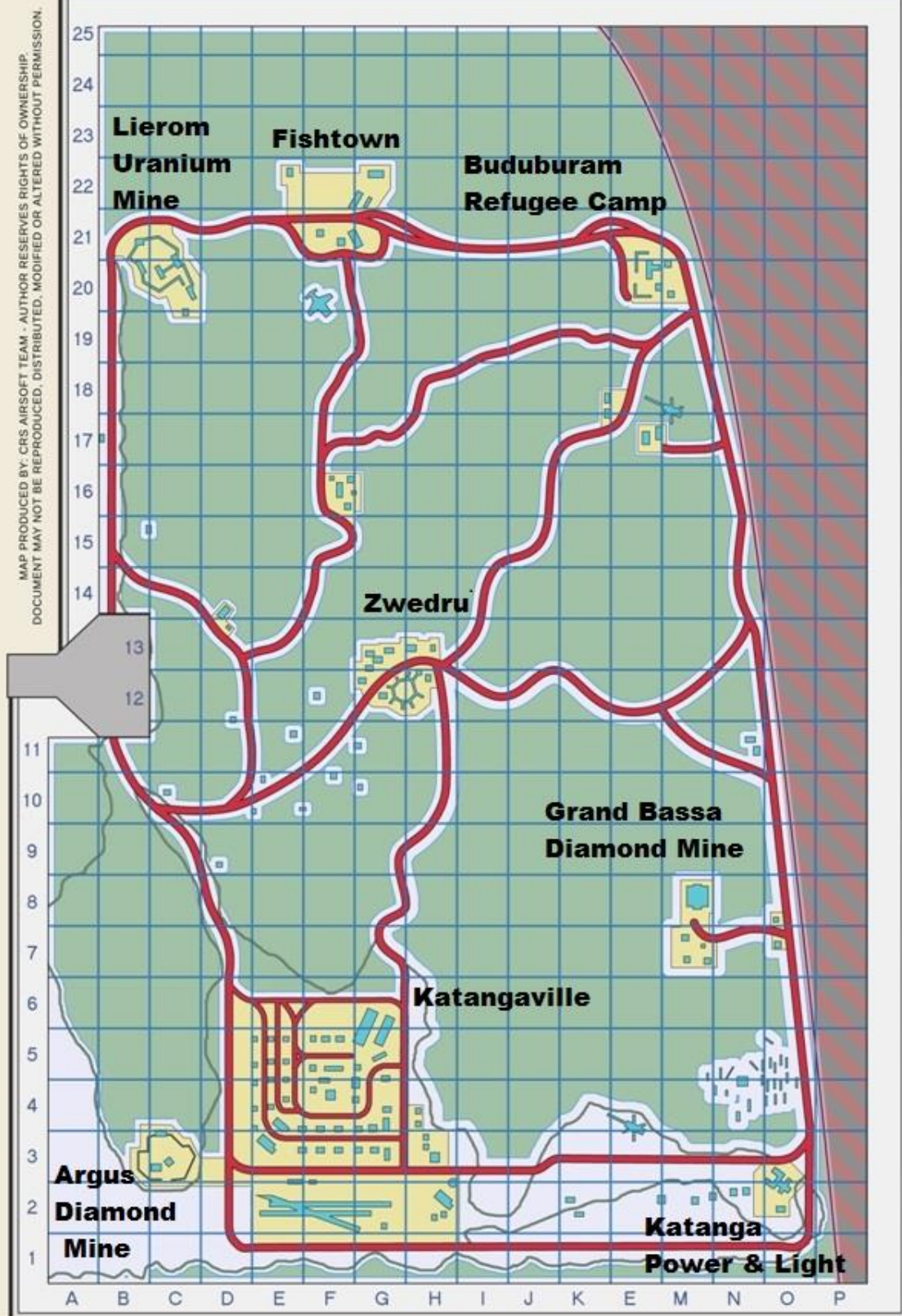
1626 S. Pine (352) 622-4121 ask for Lesley or Steve

Holiday Inn Express

1212 S. Pine (352) 629-7300



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



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 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**.

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 Diamond Dogs 4

- 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 2025 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
- Players may bring smoke to the field but admins must deploy and keep eyes on the grenade
- Plan your smoke ahead of time
- Give smoke grenades to admin, tell them where you want it deployed
- Coordinate deployment via signal/radio to time smoke with your assault!