



GUN GAMERS  
PRODUCTIONS



# ATTRITION

ZULU 24 - FEBRUARY 4, 2023

EVENT SUPPLEMENTARY DOCUMENT



## THE SCENARIO

After the fighting in The Umbral River region, conflict has exploded along the entire border between the Kingdom Of Gojyria and The Almyrk Republic. While Gojyria's Task Force Duroboros successfully pushed the Almyrk Task Force Primeval out of the resource rich region, Task Force Primeval was able to exploit and consolidate enough material support to keep the regional capital secure in their territory. The conflict in that region now sits in gridlock, with neither side able to make significant advances until more material support can be gathered for another round of offensive action. Each nation now looks to the North for vital resources which could turn the tide of the battle.

The Northern tundra province of Pnath was once a military stronghold for Almyrkistan before its reformation into a republic. It has been largely abandoned since a series of severe blizzards damaged much of the infrastructure with no budget allocated for repairs. With this conflict however, it is now considered an immensely valuable strategic position. Usable stockpiles of munitions and equipment remain in the area, and a key ridgeline offers overwatch on the entire province. Now The Kingdom Of Gojyria's Task Force Mammoth and The Almyrk Republic's Task Force Raptor must battle each other, and the elements, in order to secure Pnath for their nations.

## THE FACTIONS

### Kingdom of Gojyria - Task Force Mammoth

Expected Strength: Three platoon size elements

Expected Equipment: Various small arms and explosives

Expected Uniforms: Cold weather gear with yellow arm and leg tape

### The Almyrk Republic - Task Force Raptor

Expected Strength: Three platoon size elements

Expected Equipment: Various small arms and explosives

Expected Uniforms: Cold weather gear with blue arm and leg tape

# Event Specific Rules

## Uniforms

Attrition is expected to be a cold weather game in the dead of New York winter. Please dress to be out in the elements all day with any non-brightly colored appropriate attire. Teams will be denoted with bands placed around at least one arm and one leg of all participants. You may bring your own bands, or use the tape provided by Gun Gamers Productions on the day of the game.

Modern conflicts have demonstrated this to be a realistic form of IFF, so we are using it for this game in order to ensure everyone can use their best winter gear regardless of traditional green vs. tan uniform compliance.

## Equipment

Due to the potential for cold weather hazards such as frostbite, we are requiring all players to bring the following items with them into the field to ensure safe play in the elements:

- Emergency space blanket
- Insulated gloves
- Insulated hat
- Spare winter appropriate socks
- Winter appropriate clothing and layers

To ensure safe continuous play, please show up prepared on game day with all of these items ready to be shown to your Platoon Leader event staff. You will not be allowed onto the playing field if event staff cannot determine that you are ready for whatever the weather conditions are. Of course if temperatures are unseasonably warm, these requirements will be subject to change.

## Pyro & Grenades

Due to ZULU 24 Airsoft's rules, Enola Gaye smoke grenades and TAGINN explosive hand grenades and explosive launchable grenades are not approved for use at the ZULU 24 Airsoft facility. Shower or shotgun type shells for grenade launchers are approved and have no minimum engagement distance or maximum cap. They must be filled with game supplied BBs. Chalk or foam launchable rounds are not anti-personnel rounds due to lack of any bang or BBs to indicate hits.

# Event Timeline

**7:30AM - Arrival**

**8:00AM - Check In and Chronograph Open**

**10:00AM - Faction Formation & Game Briefing**

**10:30AM - Faction Final Formation**

**11:00AM - Game On**

**11:00AM - 11:00PM - Missions & Gameplay**

**11:00PM - Game Over**

## Final Notes

**Gun Gamers Productions will be running Attrition for 12 continuous hours of gameplay outdoors in what is expected to be the dead of winter. If this document accomplishes anything, it should accomplish helping players understand that you must prepare appropriately for the weather in order to endure the full day of play.**

**Gun Gamers Productions will be publishing some guides to the Gun Gamers social media and YouTube channel leading up to the game to help players get a better idea of layering, equipment management, and playing airsoft in cold weather. Keep an eye out for those guides, and be sure to ask any relevant questions via the Gun Gamers Discussion Group on Facebook or via email at [gungamerproductions@gmail.com](mailto:gungamerproductions@gmail.com)!**

**Players must understand that in participating in this event hosted by Gun Gamers Productions LLC, they may be subjected to extreme weather conditions. It is your responsibility to maintain your health to the best of your ability during this event and to inform someone immediately of any serious or life threatening conditions. If you have any serious medical conditions that could flare up during Attrition, please notify staff to avoid serious injury. If you have any conditions that put you at severe elevated risk of bodily harm or death because of environmental conditions, please do not participate in Attrition.**

**Remember: If you die of exposure at an airsoft game, you die of exposure in real life.**