

# PLAYER PACKET

COLONY WARS 2026

## BLACK OPS COLONY WARS 2026

8.7 - 8.9

DO YOU HAVE WHAT IT TAKES TO SURVIVE?

### EVENT LOCATION

Black Ops Airsoft • 8025 128th Ave. Bristol, WI 53104



# EVENT DESCRIPTION

In the year 2020, we saw corruption, hatred, riots, and disease and a deadly fog spread throughout the world. People learned that when the fog passes through electrical current it becomes harmless so they surrounded close-knit communities with electrical fences. In 2021 colonies spent more time fighting amongst themselves than surviving together. There were terrible and brutal blood baths and supplies were more scarce than ever before. 2022 brought two new colonies and a new government trying to bring order out of chaos. They failed to bring peace to this region.

2023 brought the destruction of the gray colony, known as The Axemen. It is rumored that the animals they were keeping were poisoned by another colony. This put the axemen into a rage and they went to confront the colony they thought was responsible for this horrific act, but they were ambushed by blue, green and purple colony. Then green and purple turned on blue and attacked the leadership and loyal followers of blue colony. The blue leader along with a few others managed to escape, but no one has heard from them since. Blue colony has been quiet and there are rumors that they have started worshipping raccoons. Green leader has disappeared as well and has not been heard from in 3 months. All of green has been fighting over who will be in charge.

2024 was a mess. Everyone made alliances and then inevitably broke them. One colony set boobytraps everywhere. There were random people blowing themselves up. Now for no reason at all green colony and pink colony have swapped their flag colors. Pink is now the new green and green is now the new pink.

For the year of 2025, the fights did not seem to carry on. Colonies, for the most part, seemed to get along. Of course, there was minor skirmishes, but there did not seem to be any all-out battles between the colonists. The winter was hard on Custom Kydex. They had to move from their northern city location out to the farthest south location. The trucks that were driving around dropping off random supplies have now been coming less and less which is making the colonists more desperate, and an all-out war could start any day.

While 2025 seemed to be more peaceful with random skirmishes, will 2026 finally be the year we can all get along or will all hell break loose.

## LET THE 2026 COLONY WARS BEGIN.

This is an apocalypse-style game with five factions fighting over territory and resources.

There will be items throughout the field that will be specially marked that will be free for you to grab and keep.

There will also be drops of small care packages.

This a 27 hour straight game that runs from 12pm Saturday to 3pm Sunday.

Camping is allowed on the field and only on the field. There are large safe zones at each colony with room for tents as well as bunk spots. There are also camper spots but those are only available in green, orange and purple colonies. All colonies are set for tents and bunks.

Water will be provided and there will be food available to purchase on the field but we recommend you bring snacks and drinks.

## COLONY WARS 2026



# 2026 COLONIES

**CHOOSING YOUR COLONY:** Be sure to talk with your friends prior to purchasing a ticket. **ALL TICKETS ARE NON-REFUNDABLE AND NON-EXCHANGABLE.** You want to make sure you and your friends decide on what colony you want to be on before purchasing.

## **PINK COLONY - ALEXANDRIA**

After the coup of 2025, Alexandria reformed and voted Jonathan to take over as the new leader. Bringing his past experience working as a government agent, he went about reconstructing Alexandria into a stronger image. His first order was to promote Bulldog to lead alongside him. Together, they led Alexandria to a new era of power. Each of the colonies besieged Alexandria with the hopes of bringing the walls down and looting the precious spiked goat milk. To this day, Alexandria continues to stand.

## **BLUE COLONY - THE COONS**

After a dark era of worshipping raccoons a new strong kingdom emerges with King Roy-AI, the 5th as the might leader. His mind set on redemption and total alienation of the colonies that betrayed them and this new power will emerge over the land turning all the land as blue as the sky. The mighty knights of King Roy-AI the 5th will bring vindication!

## **GREEN COLONY - CUSTOM KYDEX**

Custom Kydex had it rough last winter. Some of them froze and starved to death. As soon as it was warm enough for them to move they packed up and went to a warmer climate. It took them eleven days to get there, but they found a beautiful spot. More camping space than any other colony and right next to a river. It has a little less shade than the rest of the colonies. but they have gotten away from their old enemies. Now they can either be friends with the colonies next to them. Or make them enemies...

## **PURPLE COLONY - NEW WORLD ORDER**

Purple colony, the ex cons, are still at it. Pounding away still on metal. It's been years of this activity and no one still has an idea of what they are doing. Their ninjas were found dead with no fingers and toes, and had tags on them that said "do not resuscitate".

## **YELLOW COLONY - ONYMLISS**

The kings and queens are still going strong. They met a wise older gentleman that seems to be very astute in military tactics. They have created farms, windmills, and hand dug their own pond for fishing. The problem is, there is no fish. They built perfect latrines but as they do not know their vegetation they were accidentally using poison ivy. So that was one hell of a week. But other than that, they believe in the policy "my family over yours".

## **MERCENARY GROUP - THE GOON SQUAD**

An outnumbered, but well equipped group, made up from outcasts of the more civilized colonies, former PMCs, and government deserters. While often outnumbered they use motorized vehicles looted from the government and rapid assault tactics to complete their missions. These individuals have zero interest in government hand-outs. Instead they raid the less fortunate. The Goon Squad has been known to offer their services to other colonies on a short term basis in exchange for raw point credits. They have also hired entire colonies for short term raids using the same currency.

**Please note:** This colony has very limited space. This group does not have an actual colony or base. They are hired through commanders from a radio channel. All players on this colony are required to have a working radio. Listening to Colony Command is also required and not optional as this Colony may be directed by a game admin to go to certain areas during the game.

**Uniform Requirements:** Black shirt, Camo pants(any camo), Black hat/headgear

At least 2 Raider style accessories (example would be leather shoulder armor, bones, horns, etc)

**REMINDER:** Please wear a shirt that is the color of your colony. Camo pants are allowed. You will be turned away if you are not wearing a shirt in the color of your colony. No mixing team colors.

## **COLONY WARS 2026**



# EVENT TIMELINE

## DAY 1: AUGUST 7TH

- 12p Gates Open
- 12p-9p Camping Set Up
- 12p-8p Check In Open
- 3p-8p Open Play/Chrono Open

Camping at your colony is permitted Friday night.  
Remember no tents in the parking lot.  
Once camping is full for your colony, there is endless  
camping on the far west of the property

## DAY 2: AUGUST 8TH

- 8a Gates Open
- 8a-11a Check In & Chrono
- 11a **Game Brief (at Vietnam Village)**
- 12p Game Starts

## DAY 3: AUGUST 9TH

- 8a **Colony Meeting (at your colony)**
- 3p Game Ends
- 3p-3:30p End of Game Speech (at parking lot brief area)

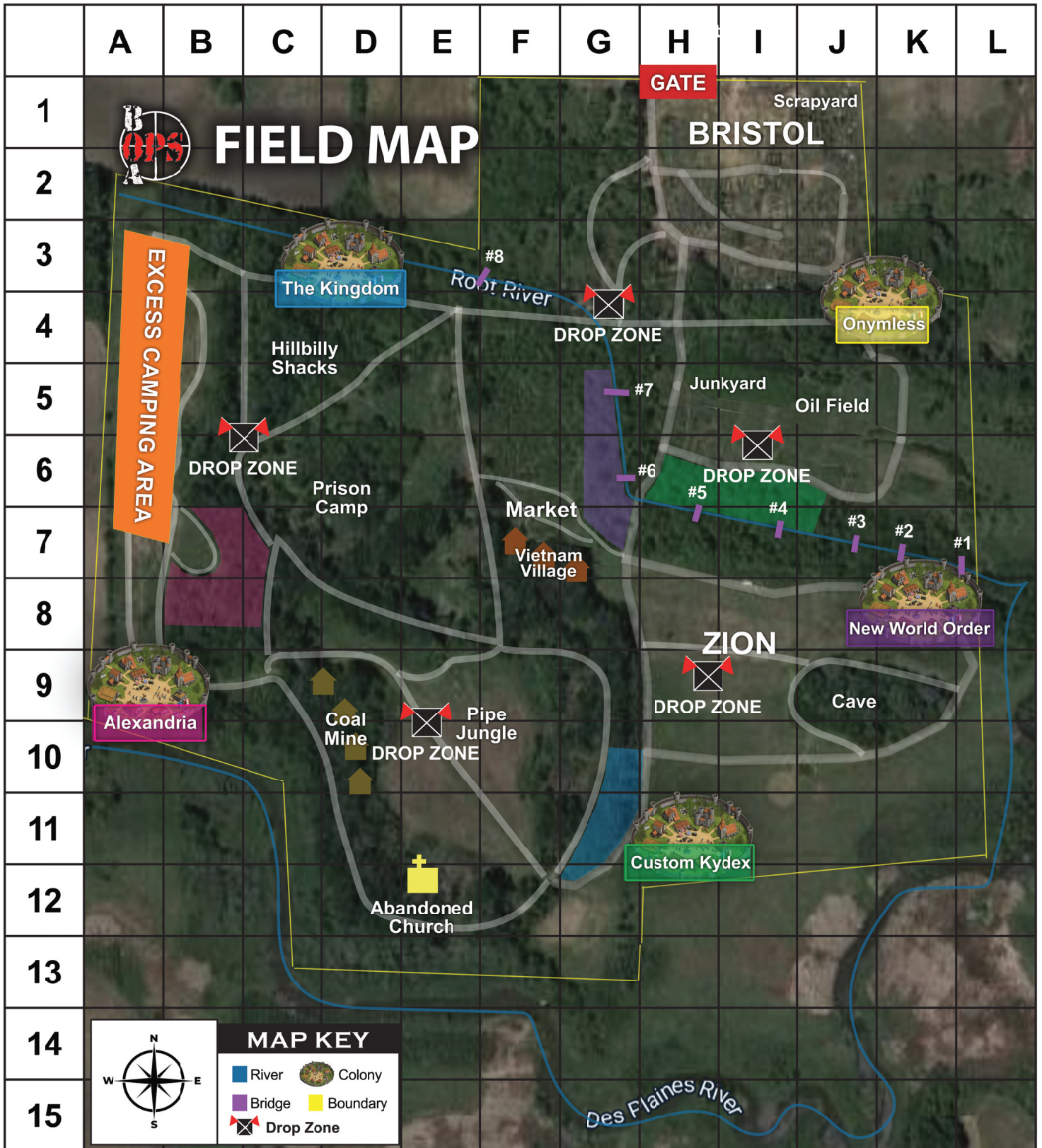
**IMPORTANT:** Please only come to play with the correct color tshirt.  
**You will be turned away if you are not wearing your correct faction color.**  
**And DO NOT mix team colors.**  
Camo bottoms are ok to wear. But no camo tops and no gillie tops.

## COLONY WARS 2026



# BLACK OPS AIRSOFT

# COLONY WARS 2026



# GAMEPLAY

**If you pay attention to anything about this event, pay attention to this right here**

## **GENERAL OVERVIEW:**

Remember guys, the goal of Colony Wars is to survive life without Walmart or Amazon. You must go back and learn to farm, hunt and live without the conveniences of life as you knew it.

## **DROP ZONES:**

Five zones are located throughout the field where trucks will be dropping off valuable resources that each colony needs to fight over.

Drops are made every hour at every drop zone.

Each colony must fight over these valuable resources and bring them back to their colony.

You may steal each others supply bags and crates if you kill everyone around the bag or crate before they get it back to their colony.

Trucks are not to be shot at because they will never return if they are under fire. Don't shoot the hand that feeds you :)

## **SUPPLY CRATES:**

There will be locked cases that have real airsoft gear and rare supplies. But you will need the code to unlock the boxes. The boxes reset every hour.

Most cases will not have the free merchandise. Most will have valuable points to win the game and even the BOA staff does not keep track which cases are which.

## **BLACK FOG:**

Everyone please remember if you get touched by black fog it immediately kills you and you must respawn.

## **RED FOG:**

This is very painful and you must run away if you are touched by red fog.

## **FIRE EXTINGUISHERS:**

There are fire extinguishers spread throughout the field marked with red 2x4's in Zion/Second City

## **IMPORTANT COLONY RULES:**

Absolutely **NO ENTERING** another colony without permission.

NO loaded guns within any colony.

Each colony has a safe area that has been agreed upon between all other colony leaders to keep the innocent children safe. There has been markers set up surrounding each colony that no other colony may shoot into. But that colony may shoot out of that zone if you are close so that they may escape.



# GAMEPLAY RULES

## BASIC FIELD RULES

- Age restriction: 12+
- Eye protection: ALL players required to wear full seal, ANSI Z87.1 rated, goggles.
- Players under 18 are required to wear full face covering.
- All guns may not have magazines in them in safe zones. Pistols must have magazines out or be holstered in safe zones.
- Eye protection must **STAY ON AT ALL TIMES ON THE FIELD**. Players caught taking their eye protection off while on the field will be asked to leave.

## FIELD CONDUCT

- **CALL YOUR HITS!** Airsoft is an honor-based sport, cheating ruins everyone's fun and **IS NOT** tolerated. If you suspect a player is cheating, call for a referee. Be ready to give them a good description of the offending player.
- Theft of any kind will result in a permanent ban.
- Any form of physical altercation or verbal abuse will not be tolerated. Involve a ref if anyone is screaming or yelling and move on to not escalate the situation.
- Do not intentionally block or provide cover for teammates after being hit. All players are permitted three steps to get out of the line of fire when medics are in play. Otherwise find a fire free way back to respawn.
- Do not blind fire. You must be able to look down the sights of your guns to shoot.
- Do not climb on buildings, vehicles, trees, deer stands, or anything else.
- If you hit another player and they do not call the hit, tell them nicely they must take that hit. If you begin shouting or using abrasive language you are immediately in the wrong and must call yourself out. Likewise, if a player informs you that you are hit, even if you did not feel anything, you must call the hit.

## HITS

- Any direct hit to any part of the body/gear counts.
- After being hit, raise your hand/gun and yell "HIT!"
- Ricochets **DO NOT** count.
- Gun hits do not count, unless it would go through the gun and hit the player - guns are not hard cover!
- Any rubber melee hits count as a kill. Melee weapons must be of a soft rubber construction and are only permitted to tap kill. No stabbing, thrusting or chopping. Throwing is permitted but **ONLY UNDERHAND!**
- Friendly fire counts! Team kills are still kills.

## SEARCHING PLAYERS

- Live players may approach wounded players and search them for any Colony Wars goods.
- To initiate a search, the enemy player puts their hand on the wounded player and says, "I am searching you." The wounded player must relinquish any intel items in their possession at the time of the search.
- **DO NOT** take any other items from the player. **ONLY** Colony Wars goods may be taken.

## VEHICLES

- You must pass a BOA drivers test to operate a vehicle.
- **DO NOT** lie near roads, trails, or paths while vehicles are in play.
- **DO NOT** exit or enter a vehicle while it is in motion.
- Players **MUST** remain 10ft away from any moving vehicle.
- Disabling a Vehicle:
  - Disabled vehicles will declare they are disabled and immediately stop moving. Players inside may still fire out of the vehicle.
  - In order to disable a vehicle, a 40mm grenade/frag/rocket must be shot/thrown at the vehicle. Two grenades destroy a vehicle immediately.
  - After being disabled, the vehicle will "burn" for one minute, any players remaining in the vehicle will be considered dead. The vehicle will then return to base, where it will be "repaired" for 10 minutes. Rockets immediately destroy the impacted vehicle and kill all occupants inside.
  - Once destroyed the vehicle will display a red kill flag.

# GAMEPLAY RULES

(continued)

## MEDIC RULES

- Each colony will receive 10 medics
- You can earn extra medics by giving up points to train your colonists at the trading posts.
- You can only be medic'd once per life.

## GRENADES/MINES

- Only wire pull smoke grenades are allowed on the field. (NO homemade smokes)
- Pyrotechnic grenades are permitted, including certain TAGinn grenades.
- Approved TAGinn grenades include: Paladin and Archangel rounds for anti-vehicle use. Reaper rounds are allowed for building clearing, however, they are only allowed to be fired through doorways. All thrown TAGinn grenades are permitted unless they contain paint.
- DO NOT intentionally fire any TAGinn rounds directly at players.
- Sound only (banger) grenades have a 15ft kill radius for infantry, and a 5ft kill radius on vehicles. If thrown into a building, everyone in the room is dead. DO NOT throw grenades over building walls. You CAN throw grenades over fences, shelves, ect.
- Claymores kill by BB hit only.
- Players are permitted to dive on grenades. Diving on a grenade to save your team results in that player's immediate death after detonation. They cannot be saved by a medic and after any active bleed outs for the game go back to respawn.

## GRENADE/ROCKET LAUNCHER

- Single grenade launchers and six barrel launchers are permitted for use. If carrying a 6 barrel grenade launcher, a pistol or shotgun is the only other permitted weapon that can be carried.
- One shot with a grenade clears a room, unless someone is fully behind hard cover. Grenade launchers can be "blind fired" for this purpose. If shooting a grenade launcher "blind fire" you must angle it towards the ground. If a majority of the BBs go into the room, it is considered cleared. This also counts for single projectile launchers such as foam balls. Shower shells fired at players outside a building from a grenade launcher only kill by BB hit. If fired at a vehicle grenade launcher hits put it into a disabled state.
- Rockets instantly kill a vehicle and all occupants. If a rocket is fired into a room then all players inside that room are considered dead. Rockets have a 15ft kill radius on infantry, and a 5ft kill radius on vehicles. A shower shell kills players only on a BB hit, and a vehicle if the majority of BBs impact the vehicle.
- Reloading grenade launchers is permitted if you have additional shells carried on you. If you need to recharge a grenade shell with gas it must be done at a respawn or friendly FoB. Rocket launchers follow these same rules. However if the real world equivalent of your rocket launcher replica is a one shot launcher such as the LAW or AT4 then it can only be reloaded at a Respawn or FoB regardless of the number of shells you are carrying.

## CHRONO RESTRICTIONS (MED - MINIMUM ENGAGEMENT DISTANCE)

- No MED for pistols/Shotguns chrono at 400 FPS with .20g BBs.
  - No MED with AEG Rifles/SMGs chrono at 400 FPS with .20g BBs. Semi-auto only unless otherwise specified.
  - 50 ft MED with DMR chrono at 450 FPS with .20g BBs. DMR's MUST be semi locked.
  - 100 ft MED with Sniper rifles chrono at 500 FPS with .20g BBs. Sniper rifles are bolt actions only.
  - HPA (High Pressure Air)
    - No MED with HPA rifles/SMGs chrono at 1.42J with .32g BBs. Semi-auto only unless otherwise specified.
    - 20 ft MED with HPA LMG chrono at 1.42J with .32g BBs. Full auto is allowed at 25 rounds-per-second MAX.
- HPA pistols, shotguns or gas-powered shotguns are measures in FPS rather than joules.

## · NO LMGs

# FOOD & LODGING

## FOOD/BEVERAGE

There will be free water at the colonies during gameplay.  
You may cook at your colony if you bring your own grill.  
Fire pits and firewood will be set up at every colony.  
Food will be available for purchase at the following times:

### DAY 1: AUGUST 15TH

4p-10:30p D's Barn Kitchen is Open

### DAY 2: AUGUST 16TH

7:30a-9:30a Breakfast (mess hall)  
11:30a-2p Lunch (mess hall)  
5p-6p Dinner (mess hall)

### DAY 3: AUGUST 17TH

7:30a-9:30a Breakfast (mess hall)  
12p-1p Lunch (mess hall)

### D'S BARN KITCHEN IS ON-SITE AND DOES FEATURE A FULL MENU

**FOOD SERVED FRIDAY 4P-10:30P, SATURDAY 10A-10:30P AND SUNDAY 11A-7P**

Barn is located at the entrance of the property and slo features billiards, axe throwing and arcades.

Black Ops is located right outside of a major intersection offering a wide array of fast food and dine-in restaurants all within a couple miles of the field. Closest include Wendy's, McDonalds, Taco Bell, KFC, Burger King, Starbucks, Buffalo Wild Wings, Texas Roadhouse, Brat Stop, and many others.

## LODGING

No tents or campers allowed in parking lot, only at your colony.

Only Pink Colony allows campers or RVs in the parking lot.

All camping spots at the colonies are first come first served.

If you choose not to camp there are a number of hotels within a few minutes of the field.

Hampton Inn & Suites: (262)358-9800

Spring Hill Suites: (262)551-3401

Best Western Executive Inn: (262)857-7699

Comfort Inn & Suites: (262)857-3450

Country Inn & Suites: (262)857-3680

## COLONY WARS 2026



# SPORTSMANSHIP

Here in the Midwest, Black Ops Airsoft has been complimented by outside event promoters multiple times on our community of players and their sportsmanship. We take the conduct of our players very seriously and take pride in the fact that we are known as a fair playing field. The way we help control this is by giving our refs bonuses for kicking out cheaters and by the simple fact that this place is owned and operated by owners that play. We are proud of our field and the community that supports us and expect the same with the events thrown on our field. We welcome all players in hopes that they add to this reputation and help keep this the best and biggest airsoft event in the Midwest.

## DAY OF EVENT

When you arrive you may check in at the Black Ops Store located on the east side of the parking lot. You will receive a wristband that you must leave on for the remainder of the event as that is the indicator to our refs that you are part of the event as they let you on the field. Chrono will be open starting at 3pm on Friday. You must have all rifles and pistols chronoed before entering gameplay. The line can get pretty long so we suggest you get that done as early as you can. All players are required to attend the Saturday briefing at 11am. Those of you choosing to play Sunday only will receive briefing at the time of your check in.

Again, we require that mags are out in the parking lot at all times as well as in the safe zones of your colony. Once you pass through the gate off the field the mag needs to be out and you must clear your weapon and also required when entering your colony's safezone. If you need to test your weapon you may do so in our chrono station located at the entrance to the field.

If you are new to our field, we do ask that you fill out a waiver. They will be provided at check-in, but you will also find that in the packet here and you may pre-fill this out and bring it with you.

We THANK YOU for being a part of Colony Wars 2026 and we look forward to this epic three-day event!

### D'S BARN

D's Barn is located at the entrance of the property.

**POOL HALL · AXE THROWING · ARCADES · FULL RESTAURANT**

Hours: Friday 4pm-12am, Sat 10am-12am and Sun 11am-8pm

## COLONY WARS 2026



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[www.blackops-airsoft.com](http://www.blackops-airsoft.com)

