FALLEN EYE.

Locate the aircraft. Recover the intelligence. Establish and defend the landing zone.

DATE	PLAY WINDOW	AREA	EVENT ID
OCT 10, 2026	9:00 AM - 1:00 PM	NORTH IDAHO	B9-2026-10-10

COMMANDER'S INTENT

A downed reconnaissance aircraft starts a three-phase fight for intelligence. Locate the aircraft, recover the case, then select, announce, and defend a compliant simulated landing zone until extraction.

01 — FALLEN EYE

09:00 - 09:45

OBJECTIVE

Locate the downed foam aircraft, recover the intelligence carried aboard, and return that intelligence to command.

OUTCOME

Winner receives the exact case location. No automatic update is provided to the other team; it must recover the information through play or trail the opposing team.

02 — SENSITIVE SITE

10:00 - 11:00

OBJECTIVE

Recover the complete intelligence case and return it to command. The same handling rules apply to both teams.

OUTCOME

The case directs its holder to establish a compliant landing zone, announce it over the extraction net, and defend it until pickup.

03 — FINAL EXTRACTION

11:15 - 12:30

OBJECTIVE

Select, mark, and secure a compliant landing zone. Radio its location, then hold the marked zone with the complete case for five uninterrupted minutes.

OUTCOME

First valid five-minute hold wins. The opposing team may monitor the call, contest the zone, recover the case, and establish its own landing zone.

RULE PRIORITY

Standing Bunker Nine rules remain in force. A safety call overrides every scenario objective. These landing-zone standards are for gameplay only; no aircraft will operate at the event.

PHASE 03 / SIMULATED LANDING ZONE

SELECT IT. MARK IT. CALL IT IN.

A team creates its own extraction site. Every requirement must be met before the extraction call; the opposing team may challenge an invalid site.

01 MINIMUM SIZE

Mark an area at least 60 by 60 feet. All four corners must be visible so either team can judge the boundary.

02 SURFACE

Choose reasonably level, firm ground. The marked area must be free of loose debris, deep mud, and unstable footing.

03 CLEARANCE

Keep the area clear of trees, poles, overhead wires, vehicles, structures, stumps, heavy brush, and large rocks.

04 APPROACH

Identify one clear approach and departure direction. Mark that direction and include it in the radio call.

05 PLACEMENT

Keep the entire zone inside the playable boundary and outside command posts, respawns, staging, parking, and spectator or safety areas.

06 EXTRACTION CALL

On the shared extraction channel, state the team call sign, a recognizable location, the marked approach direction, and any nearby hazard.

EXTRACTION SEQUENCE

1

SELECT

Choose a site that passes all six requirements.

2

MARK

Set four corners and mark the approach direction.

3

CALL

Broadcast the LZ on the open extraction net.

4

HOLD

Keep the case inside and control the zone for five uninterrupted minutes.

CASUALTY & OBJECTIVE RULES

These mechanics supplement the standing handbook for Operation Fallen Eye.

01 BLEED-OUT

A hit player remains where hit for three minutes. Display a dead rag and self-time. Move only for an immediate safety issue.

02 MEDIC TREATMENT

Each team designates one medic. Secure a visible bandage or armband to revive. A hit on the medic interrupts treatment.

03 THREE HITS

A player may be revived after hits one and two with a new marker. A third hit sends that player directly to respawn.

04 RESPAWN

Return to command, touch the respawn marker, and reenter immediately. Opponents may not enter or fire into respawn.

05 DOWNED COMMS

A downed player may call for a medic or report a safety issue. No enemy positions, directions, or objective intelligence.

06 OBJECTIVE HANDLING

Keep aircraft and case visible. Do not throw, hide, damage, shoot, or carry a prop out of bounds. A hit carrier places it down.

07 PHASE LIMIT

Possession decides an incomplete Phase 01 or 02. Phase 03 requires a valid LZ and full five-minute hold.

08 PROOF

Photograph the case inside the marked LZ and record call and hold times. The opposing team may challenge an unmet requirement.

09 LZ LOCK

The LZ becomes fixed when transmitted. Markers may not be moved, hidden, or expanded after the call.

FIELD KIT

1 dead rag per player / 1 medic identifier per team / visible revive bands / 4 LZ corner markers per team / 1 approach marker per team / radios capable of monitoring the extraction channel