

OPORD



OPERATION DIE HARD XXV: Gruber's Reserve 6-7 DECEMBER 2025

MISSION STYLE: Military Simulation/ **Tactical Operation**



AO LOCATION: Mid-Orange Correctional (former)
Hudson-Sports Complex
122 State School Road
Warwick, NY

MSATO Command Post: Hudson Sports Main Building
Sign-In & Pick up Pre-orders
MSATO Supply store
Vendor location
First Aid
Command Level meeting area

Chrono: **Location TBD** depending on weather
*[Bad weather, chrono will be inside Building 1-N]

CIA: SANV Command Post (CP) / TBD
GRUBER's Command Post (CP) / TBD

2025 UPDATES

- NAME TAPES / PATCH REQUIRED
- MSATO will have OC (Observer Controllers), we do not use Refs.
This is not a local Airsoft field OP. If you need Refs to play, this Op is not for you.

Scenario:

30-years ago the largest heist ever took place in New York City and the vast majority of the gold was never recovered.

In 1995 a professional group from the former National People's Army (East German military) robbed the New York Federal Reserve Bank of over \$140 Billion in gold. The US Gov't and

The Fed never let it be known that the robbery took place as it would have caused shock waves across the world and sent the value of the dollar into a downward spiral.

The head of this operation was Simon Gruber, who planned this elaborate multi-tiered heist. The military timing and misdirection were key elements of the heist and the plan worked to perfection.

As Hans Gruber once said *"When you steal \$600, you can just disappear. When you steal \$600 million, they will find you unless they think you're already dead."*

Simon being the older brother had to go after an even bigger heist of stealing \$140 Billion in gold, but with all his planning he knew he couldn't just keep it all together and put it in a suitcase back to Europe. The plan was to stash gold in his own reserves and come back and get it as he needs it. It also created a great inheritance for his own kids.

Simon first deception was the concept of sinking a ship and although most of the cargo was scrap metal there was some gold onboard to keep the Navy and Coast Guard busy. The next was sending trucks with gold to Canada. Along the route several of the trucks split off to designated stash spots. The value of gold in 1995 was \$380 / troy oz, current 2025 price is around \$4000/oz.

"Gold Hits \$4,000 For The First Time:

The value of U.S. gold hit another record high on Tuesday (Oct 7, 2025), surpassing the \$4,000 threshold for the first time, as economists praised the precious metal as a safe-haven investment in the wake of a government shutdown, a declining job market and steady inflation." Forbes article

For the past 30 years a portion of gold has been hidden not far from NYC. This one stash is now valued at over \$10 billion

In recent weeks, Simon's son Fritz Gruber has put together a crew and is hiring Private Military Contractors (PMC) to go get one of the stashes.

Another group who has been on the lookout for these stashes as well. A covert US Government “secret army” had much of their funding cut. They now need to come up with their own off the books funding and this is the perfect source.

More Intel to come before the Operation...



Time Schedule:

Friday Dec 5, 2025

- 1500- 1900 Sign-in, pick up pre-orders
Recon limited to Command Staff or designated Recon elements.
AO is NOT open for walk through.
- 1600- 1800 Chrono

Saturday Dec 6, 2025

- 0800- 0915. Sign-in, pick up pre-orders. **No arrivals after 0915.**
Each team has own sign in table.
- 0800- 0930 Chrono

1000- 1030 REQUIRED FORMATION: Gear and Safety Check.

- 1030 – 1130 Command staff time with team at CP/ Respawn .
- 1130 – 1200 Movement to StartEx

StartEx. Approx 1200pm Op starts when staff complete all safety, info and mission briefings.

- 1200 – 2000 Force on Force Battle continuous... PauseEx as needed by MSATO Staff

Frago MISSIONS

- 1200 - 1330 Mission One
- 1400 - 1530 Mission Two
- 1600 – 1730 Mission Three
- 1800 – 1930 Mission Four

- 2000 Endex Saturday

Sunday Dec 7, 2025

0900. Command staff time with team at CP/ Respawn/
- 1000 – 1500 Force on Force Battle continuous... PauseEx as needed by MSATO Staff

Frago MISSIONS

- 1000 - 1115 Mission One
- 1130 - 1245 Mission Two
- 1300 – 1430 Mission Three

- 1500 Endex Sunday

Times can change as needed by production organizers

NO ONE who is not signed up and registered allowed on property!

Do not bring friends, family or anyone not registered.

They will be considered Trespassers

- **Must have Photo ID (Drivers License/ Gov't ID) with your name.**
 - You will show ID to person checking you in.
- **Sign in:**
 - **PRE-ORDER Pick up & Sign in**
- **Chrono Stations:**
 - **EYE PRO required**
 - **Barrel Cover required**
 - **Location TBD**
 - **2 Chrono per team**
 - **Teams Chrono each other**
 - **Practice chrono, use it BEFORE you get in line for actual chrono.**
 - **HPA users MUST bring own tools to adjust your tank pressure.**
 - MSATO will NOT have tools.

A. CIA: SANV / Activity Forces [Tan]

- I. Commander - 1 position
- II. XO
- III. First Sergeant – 1 position
- IV. Platoon Leaders –
- V. Positions available at registrations
 - 1st Platoon – 46 positions - 4 each squads of 11 +
 - 2nd Platoon – 46 positions - 4 each squads of 11 +
 - 3rd Platoon – 46 positions - 4 each squads of 11 +
 - Recon - as available (determined by Commander)

B. Gruber's Crew/ Private Military Contractors [Green]

- I. Commandant 1 position
- II. Front Commander 1 position
- III. Cell Force Leaders
 - 1st Cell Force 48 positions (4 sections of 12)
 - 2nd Cell Force 48 positions (4 sections of 12)
 - 3rd Cell Force 48 positions (4 sections of 12)
 - Recon Force - as available (determined by Commandant)

C. Enlistment (Attendees):

- I. Attendees 18+ in good standing with MSATO are authorized to register for the production
- II. Attendees 16-17 years old may participate on case-by-case basis.
MUST meet requirements:
 - a. NO DROP OFF's Must be part of a team that has attendees who are over 18+ who will take responsibility for you
 - b. Must stay with Squad at all times
 - c. Sign and Notarized waiver from parent, naming the team member who is over 18 who is responsible.

D. Role Players TBD

E. Weather:

<u>Warwick, NY</u>	Avg Weather for Dec 6-7
Averages:	Hi 42' F Lo 29' F

F. RON (Rest Over Night)

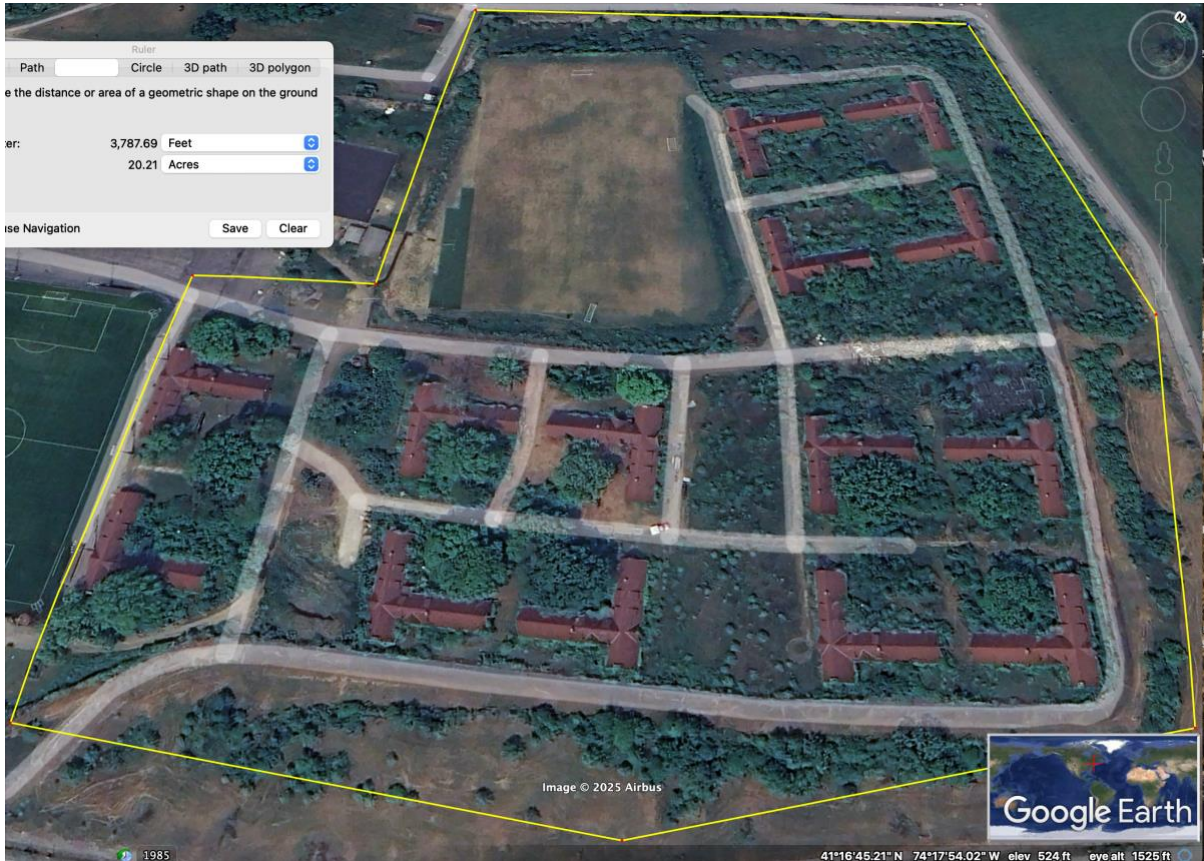
- I. **Staging / Parking area is safe zone and you can get Rest & Refit**
- II. Resting in car in parking area.
- III. RV or Trailers allowed in Parking area.

Hotels in the area.

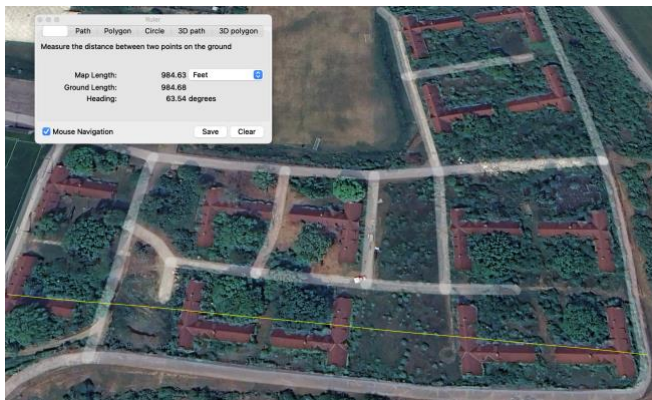
There are other hotels and motels in area, please use internet search to find locations.
Warwick, NY

G. Terrain:

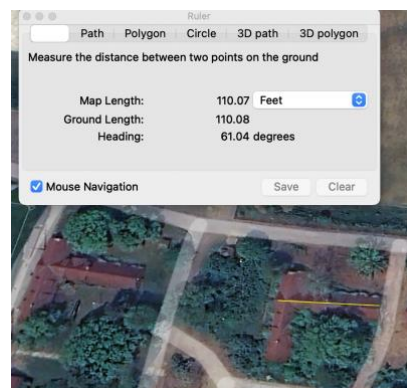
- I. Approximately 20 acres with 14 2-story buildings for continuous combat



1000' across combat AO



Buildings approx. 100' long



MSATO STANDARD Airsoft BB, FPS & Weapon Rules:

2.1 WEAPONS, AMMUNITION & CHRONO

- I. **Biodegradable BBs are required.**
 - a. Bio BB's can be purchased during online Registration for discounted price
 - b. There will be Bio BB's available onsite for sale

- II. **AEGs** **FPS limits 400 with .25 / 1.86 Joules**
- III. **HPA Guns** **FPS Limit of 1.86 joules with .30 360fps**

- IV. **HPA Guns FPS Limit of 1.86 joules with .30**
 - a. Air systems will have cable lock installed after chrono.
 - b. If your tank or air system cannot be locked by a cable lock it may not be allowed *(If questionable contact MSATO for ruling)
 - c. Must have standard trigger and trigger guard (No double style)
 - d. **NO SPEEDSOFT GUNS**

- V. **SAW (Squad Automatic Weapon) & LMG (Light Machine Gun)**
 - a. Full Auto Outside only
 - b. 30' minimum engagement on full auto
 - c. **No indoor use allowed on full auto**
- VI. **SNIPER or DMR (Designated Marksman / Rifleman)**
 - a. 100' minimum engagement distance
 - b. MUST have secondary weapon for under 100' engagements and indoors
 - c. No Indoor use
- VII. Airsoft military style assault rifles, pistols, grenade launchers, shotguns are approved for use. Any questions on guns contact crossfire@msato.org BEFORE using.
- VIII. All Airsoft weapons will be chrono'd and be marked as passing within limits
 - a. If marking comes off you must get re-chrono'd

- IX. **RIFLEMEN Semi-Auto fire Only** at all MSATO productions

- X. **Mid Cap Magazines Only for Riflemen.**
 - a. NO restriction on how many Mid-caps you carry
 - b. **NO HIGH CAPS ALLOWED**
- XI. **NO restrictions on BB loading devices**
 - a. NO restrictions on carrying bags of BB's into field (do not throw empty bags/ bottles into the field)

2.2 GRENADES, MINES and BOOBY TRAPS Addendum

- I. All simulation grenades that eject BBs or Died Peas are allowed as long as meet these requirements:
 - a. TAGinn Grenades and Reaper (launchable) / NO FATE Launchable rounds
 - i. NO EG-67 or IWA style grenades
 - ii. NO homemade devices or Cherub brand or style that use fireworks.
 - b. NO Thunder Bs loaded with BBs.
 - c. **Spirit and rule of Grenade concept:**
 - i. **If grenade lands within 10 feet you are considered hit, even if you didn't feel BB, or peas.**
- II. Legitimate Airsoft claymore mines and simulated C-4 are allowed:
 - a. Purchased from legitimate manufacturer
 - a. NO HOME MADE Devices
 - b. Loaded with BIO BB's
 - i. Spirit and rule of mine concept:
 - ii. If Claymore/C-4 goes off within 5 feet, you are hit.
- III. Thunder B's and reusable distraction devices are allowed
 - a. They are just that a distraction devices.
 - b. They do not count as grenades and do not kill people.
- IV. SMOKE GENADES **NOT AUTHORIZED for this event**

2.3 IED (Improvised Explosive Devices)

- I. MSATO has and will continue to use SIMULATED IED's. These are usually a device that is either wired to electronic device or trip wire.
- II. These device DO NOT put out BB's. they are simulated and have the following kill radius

a. Large IED (155mm Artillery Shell)	30' kill radius
b. Small IED (Pipe bomb / C4 or similar)	20' kill radius
c. Suicide Vest	10' kill radius
- III. They are activated by PRODUCTION staff and usually have game staff near by to determine who was killed by device.
- IV. If you discover device and want to deactivate:
 - a. Turn off electronic device
 - b. Cut trip wire or put pin back in if grenade.
 - c. Suicide vest on live role attendee must be taken off them
- V. If killed by IED. GO BACK TO RESPAWN LOCATION
 - a. **Wounded Rule does not apply to groups killed by IED.**

2.3 Shields

- A. ONLY legitimate **Ballistic** Shields allowed./ (no homemade)
- B. NO Riot Shields
- C. Shield MUST be approved by MSATO staff BEFORE use in Op**
- D. TAGinn Paladin (chalk) takes out shield. Need to go back to respawn to clean shield (wipe off chalk) and bring back in.
- E. TAGinn Reaper or grenade that goes off under or behind you within 10' counts as a kill of the person holding shield. Shield can be picked up and used by another who was not killed. Person whose shield it is can use shield again once they are mediced back in under wounded rules.

2.4 NO Moving Mission objectives when dead. DEAD = Drop item

- a. If you are killed and you have an item that was recovered as part of an objective to complete a mission you must drop what you are carrying.

2.5 NO HIDING OBJECTIVE or BRINGING them into your respawn

- a. Mission objective MUST stay in play until that mission is totally completed and production organizers have said item is no longer in play.
- b. Item must be kept far enough from your respawn location that if battle occurs for contested items, people inside respawn will not be shot at and can leave respawn without being hit during battle.
 - i. **THAT MEANS no objectives allowed within a MINIMUM of 200' from team respawn location.**
 - ii. If staff finds out item is within 300' of your respawn, staff has option to put back into play, give to the other team for your violation, or allow players to move far enough away from respawn.
- c. MSATO has lost too many props with people hiding the items and not telling anyone and leaving, SO no items can be hidden once you team found them.
 - i. One attendee MUST always stay with items
 - ii. Items can be moved but NEVER hidden once found.
 - iii. If staff find out item is hidden, staff has option to put back into play or give to the other team for your violation

3. MEDIC / WOUNDED RULE

REQUIRED Rootiment Arms “Hit Stick”. Pre-order \$18/ea Onsite \$25/ea
“Hit STICK” location Left BACK. You’re not healing yourself, so you don’t have access to it.

MSATO “**MEDIC RULE**” will be used to maintain unit integrity, provide a fluid tactical scenario and reinforce squad tactical fire and maneuver. Squads or at minimum Fireteams should remain together throughout OP. Sniper/Spotter teams must stay together.

ONE hit from BB and you’re dead. If BB hits you or your gear* you are dead.
It is not up to you to determine where the BB came from.
HIT = Wounded! Put on Red Rag or Glow Stick

*Gear= anything wearing

** WEAPON Hits = Do **NOT** count if you are using it.

DOES count if not using it, because it is now gear.

Example 1.: BB hits barrel of rifle while you are firing at someone else, Not hit

Example 2.: BB hits rifle or pistol not in use. **You are hit** because at that point the weapon is now gear.

- a) **When a attendee is hit,**
 - I. **Call out “HIT, HIT, HIT” LOUDLY at least 3 times**
 - i. Attendee shooting may not hear you
 - II. **Pull out RED RAG or Glow stick ASAP and wave so other attendees shooting see you have called yourself out.**
 - i. If they are far away they may not hear you so waving wounded rag or glow stick helps ID you are hit.
 - III. **DEAD FOR FIVE (5) MINUTES in place* (NO STANDING)**
 - i. Lay down, sit down or at minimum take a knee
 - ii. NO TALKING (other then calling for “Medic”, only other thing is you can say “don’t save me” if you are wounded and would rather bleed out)
 - iii. **Attendee can be moved by any other attendee during the 5 minutes.**
 1. Requires live attendee hands on dead attendee while moving
 2. Dead attendee can be moved to Medic by any live attendee
 - IV. **Medic can regenerate the “wounded” attendee AFTER five minutes.**
 - V. If a **medic** is “hit”, another **medic** can regenerate the “wounded” medic after five minutes.
 - VI. Teammate may NOT regenerate another teammate.
- b) **TEN (10) MINUTE TOTAL BLEED OUT**
 - I. If not healed AFTER you mandatory FIVE (5) you must wait another Five (5) minutes before you have officially Bled out .
 - II. **AFTER a total of 10 minutes of not being saved you can move back to your squads position and find your medic.**
 - III. **MEDIC use “HITSTICK” to flip down Red marker** Healing you and you can rejoin the fight.

- IV. **TOTAL TIME if not saved is 10 minutes before you get back in fight**
- c) **Enemy CAN tap you on shoulder and send you out of area prior to bleed out time.**
Dead player goes back to squad and finish bleed out time or to respawn if squad
- d) If you are in heavy fire you can:
 - I. Lay down in place
 - II. Kneel down
 - III. You can move left or right up to 5' to get out of dangerous situation
 - IV. DO NOT move closer to attendees on your team to get saved
- e) When wounded you CAN:
 - I. HYDRATE Please drink water. This is great time to take fluids
 - II. Reloading mags is permitted
- f) A medic can only heal one person at a time.
- g) "HITSTICK" must be attached to the persons gear on the rear left side.
 - I. **Two (2) Red Markers per hitstick . (2 Red equals 3 hits out)**
 - II. The Medic will flip down RED marker. This simulates the medic working on the wounded attendee.
 - III. If attendees is out of Red markers, MEDIC can flip red marker from your "Battle Buddy" (Similar to "Battle Buddy" giving up his bandage). Battle Buddy must have hands on Wounded Attendee who is out of red markers. This means that both a medic and battle buddy will be required to get to wounded attendee.
 - IV. **When all red markers have been used or when the red markers for the entire squad are below combat effective the squad must move to the Command Post for respawn.**
 - V. There is no limit on the number of times a squad can go back to respawn.
 - VI. When Squad is out of red markers or Low on red markers they MUST return to Respawn location. Entire Squad MUST wait at least 5 minutes in Respawn. Reset Red Markers on hitstick and re-enter. The "HITSTICK" eliminates the issues that have occurred from dealing with bandages; leaving a mess in the MOUT site and attendees losing them.
- h) A Red Rag or Red CHEMLITE designates wounded or withdrawing attendees
- i) Each SQUAD will have TWO medic designated, one per fire team.
 - I. Medic role may be transferred from one "LIVE" attendee to another "LIVE" attendee at the discretion of the Squad Leader.
 - II. **MEDIC PATCHES: Buy or rent for \$3.**
 - i. **If renting, bring back after OP and get you \$3 back.**
 - ii. **You can also leave your Driver's License and it will be returned when you return the patch.**
- j) Individual movement during is NOT authorized – squads must remain together and move as directed by the Commander.

4. SERVICE SUPPORT

STANDARD MSATO Service Support in play

See MSATO TACSOP v2025 for complete rules

UNIFORMS

STANDARD MSATO Uniform Rules in play

No RED color on uniforms.

CIA: Desert Tiger Tan/ Coyote AOR1 Desert examples Multicam

*Please check with MSATO for other desert allowed, before OP.



Gruber's PMC

Flecktarn

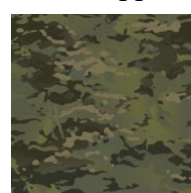
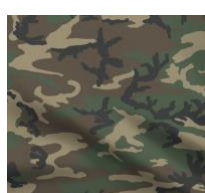
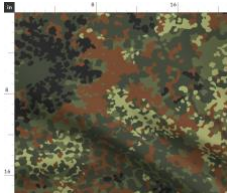
Woodland

OD (Green)

MC/Tropic

Tiger stripe.

*Please check with MSATO for other camo options to make sure approved before OP



REQUIRED 2025:

MSATO is requiring everyone to have **Name Tapes/Patch** or at minimum Call Sign and Team Name. People who do not have them:

1. Buy an MSATO "HELLO MY NAME IS" patch \$5.
2. Will get duct tape with name written on.

This allows people to identify each other, which includes when we put people together in a squad and they don't know each other.

When squads are put together and working with others in your team

It also gets rid of some of the anonymity if there is a problem with another person.

This concept goes back to when we started MilSim and it was required. It is something that works in the military and we are moving forward with this requirement.

If you do not have proper uniform, you will NOT be allowed to participate and will be required to leave to property.

- You chose which side you wanted and the uniform requirements are posted.
- You will be given opportunity to borrow or buy proper uniform.
- If you choose not to make changes you are in violation of the rules and are required to leave without refund.

HELMET/ Head cover:

MUST be colors /camo within your team colors.

JTF: Multicam, Tan/ Coyote, Desert color camo

URG: Woodland, Olive Drab, Green camo, BLACK allowed for helmet / head cover

TACTICAL Gear / Vest:

CAN BE ANY COLOR. Does NOT have to match team uniform colors.

4.4. Major End Items

- I. PX (Vendor) onsite: **TPA Milsim**

Please contact them directly if you want pre-orders supplies. Make sure to mention you want it brought to OP LIBERTAS for deliver.

TPA Milsim www.tacticalpaintballandairsoft.com
Phone **203-909-2030**

- II. Participants should bring extra batteries. All attendees should establish a plan to recharge batteries in a field environment.
- III. **Limited** electricity onsite
- IV. HPA fill station available from vendors: **TPA MILSIM**

4.7) AEG Repair Parts & Supplies

- I. See Vendor for availability: **TBD**

4.8) Transportation

- I. All participants and staff are responsible for their own transportation to and from productions. Carpooling is highly recommended!
- II. **NO DROP OFF** of Minors allowed.

4.9) Medical Support

- I. Aid Station is located at the Production staff Command Post
- II. Minor injuries will be treated on site by qualified personnel.
- III. Ambulance will not be onsite but is local response time away.
- IV. Injuries requiring evacuation will be treated at local civilian hospitals determined by medical personal in coordination with injured attendee.

1. COMMAND & SIGNAL:

5.1 Command

- I. MSATO TOC: **HUDSON SPORTS MAIN BUILDING**
- II. JTF / Joint Task Force (tan side) Command Post location: **TBD**
- III. URG / (Green) Command Post location: **TBD**
- IV. Operational MSATO Command is Thomas O'Rourke (Crossfire).
- V. Chain of Command for game purposes is as designated for each company team.

5.2 Signal

- I. Production Staff Communication UHF based. Production staff Radios Channels have priority over any attendees Freq.
 - a. JTF / Joint Task Force UHF Command Radio Channel 2
 - b. URG /United Resistance Group UHF Command Radio Channel 6
 - c. MSATO Staff UHF Command Radio Channel 1
- II. MSATO will provide command level radios as needed to help with smoother communication during the production.
 - a. The UHF Command Level Radios are from Production Staff to CO, XO & 1SGT
MSATO Motorola AXU UHF RADIOS Command Staff

TAN Based Team	
Radio # ____	CO
Radio # ____	XO
Radio # ____	1SGT
Radio # ____	
Radio # ____	

GREEN Based Team	
Radio # ____	CO
Radio # ____	XO
Radio # ____	1SGT
Radio # ____	
Radio # ____	

- III. Platoon and Squad Leaders **MUST** have radios that can use the authorized channels listed below.
 - a. All Attendees should have radios to communicate with their squad leaders and other team members.
- IV. MSATO has designated the following channels for productions.
- V. *If people want to use other radio channels it is their responsibility to make sure they follow proper FCC regulations. MSATO will take no responsibility for people using Frequencies outside these guidelines.*
- VI. **NO JAMMING or Monitoring other teams or Staff radio channels.**

FRS/GMRS

Channel Frequency

TAN Based Team. 462.xxxx	
1	462.5625
2	462.5875
3	462.6125
4	462.6375
5	462.6625
6	462.6875
7	462.7125
15	462.55
16	462.575
17	462.6
18	462.625
19	462.65
20	462.675
21	462.7
22	462.725

GREEN Based Team. 467.xxxx	
8	467.5625
9	467.5875
10	467.6125
11	467.6375
12	467.6625
13	467.6875
14	467.7125
	467.55
	467.575
	467.6
	467.625
	467.65
	467.675
	467.7
	467.725

The radio channel frequencies assigned are based off the FRS/GMRS frequencies.

The assignments for TAN all start with 462.xxxx

The assignments for GREEN all start with 467.xxxx

This is designed to keep people from “accidentally” going onto the other teams freq.
These have been tested on the newer programmable radio that are more common at this level production.

- Call signs will be determined within each Company team.
- Challenge and password will be determined within each Company team.

Participant REQUIRED check list:

Attendee Name: _____

Squad Assignment: _____

_____ Wristband Registration

_____ Chrono tag on weapon

_____ Eye protection (full seal) (Insurance Requirement)

_____ Ear/ hearing protection

_____ Face Protection / Balacava/ Face mask (Insurance Requirement)

_____ 18+ Balacava or other fabric acceptable

_____ Under 18 hard face protection with cloth face mask (balacava)

(Wire mesh mask or Plastic. **NO COLORED SPEEDBALL STYLE**)

_____ Barrel Covers in non-play areas (Insurance Requirement)

_____ Flashlight/ Tac-Light (Required)

_____ HIT STICK (Medic Rule)

_____ Red Rag (Medic Rule)

_____ Chem light, glow stick, LED etc. (Medic Rule)

i. RED LIGHT ALL PLAYERS

ii. BLUE staff only

Proper Uniform Check (Must be approved uniform colors)

Side: CIA: SANV (Tan) _____ or

GRUBER'S PMC (Green) _____

NAME TAPE YES / If no *Duct Tape with Name _____

Call Sign / Team Name _____

Uniform Top (shirt/ jacket) _____

Uniform Pants _____

Helmet (head cover) _____

*If Duct tape comes off, you will need to go back to Team CP with your squad and have new duct tape with name put on.

Last Name:_____ First name:_____

OP DIE HARD XXV / Player Preparation

1. When hit how long are you dead before you can be revived?
a. _____ Minutes
2. If I am not healed how much longer is bleed out time?
a. _____ Minutes
3. If I bleed out, where do I go to rejoin the OP?
a. Sign-In, Back to my Squad, Team Toc (circle answer)
4. What time do you need to be at MANDATORY Formation on Saturday?
a. _____ a.m.
5. How many HIGH CAP Mags can a rifleman carry?
a. 0 5 10 As many as I want (circle answer)
6. Where can I hide props?
a. Team CP In buildings In the woods No hiding (circle answer)
7. How many feet is the kill radius of a TAGinn Grenade, even if don't feel dried peas hit you?
a. 0, 5, 10, 15, 20, 25, 30 (circle answer)



2025 WAIVER QR code:



***MUST SIGN BEFORE COMING
ON THE PROPERTY**

FRAGO MISSIONS : Roosevelt Building or “Federal” Building

- Frago missions will pull 2 -4 squads out of the main continuous combat area during their missions times. The time includes 20min to 30min mission briefing and planning and approx. 1 hour to complete the missions.
- Intel or items received during Frago Mission maybe needed to complete missions or find stashes inside the combat area.

Saturday Dec 6, 2025

Frago MISSIONS	Roosevelt Building	*EXAMPLE	Squad assignments
• 1200 - 1330 Mission One		CIA 1/1 & 3/1	Gruber 2/1 & 3/1
• 1400 - 1530 Mission Two		CIA 1/2	Gruber 2/2
• 1600 – 1730 Mission Three		CIA 1/3	Gruber 2/3
• 1800 – 1930 Mission Four		CIA 1/4	Gruber 2/4

Frago MISSIONS	“Federal” Building		
• 1200 - 1330 Mission One		CIA 2/1	Gruber 1/1
• 1400 - 1530 Mission Two		CIA 2/2	Gruber 1/2
• 1600 – 1730 Mission Three		CIA 2/3	Gruber 1/3
• 1800 – 1930 Mission Four		CIA 2/4	Gruber 1/4

Sunday Dec 7, 2025

Frago MISSIONS	Roosevelt Building		
• 1000 - 1115 Mission One		CIA ___/___	Gruber ___/___
• 1130 - 1245 Mission Two		CIA ___/___	Gruber ___/___
• 1300 – 1430 Mission Three		CIA ___/___	Gruber ___/___

Frago MISSIONS	“Federal” Building		
• 1000 - 1115 Mission One		CIA ___/___	Gruber ___/___
• 1130 - 1245 Mission Two		CIA ___/___	Gruber ___/___
• 1300 – 1430 Mission Three		CIA ___/___	Gruber ___/___

Possible Fog Machines used for some missions.

****If any person has breathing issues or any other medical condition they are NOT allowed on this mission.***