OPORD

Raid on the Gulag XXVI:
5-6 DECEMBER 2026

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

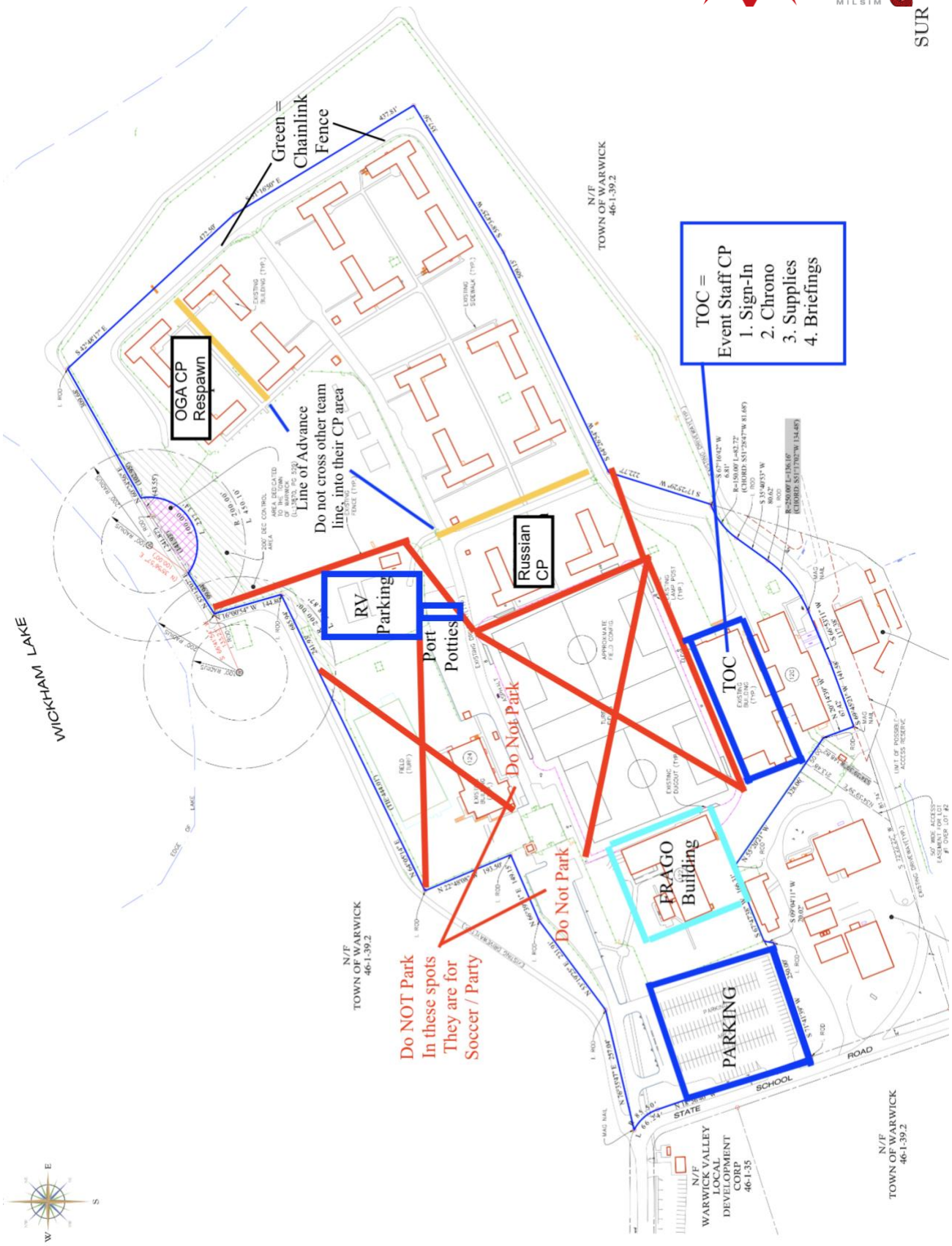


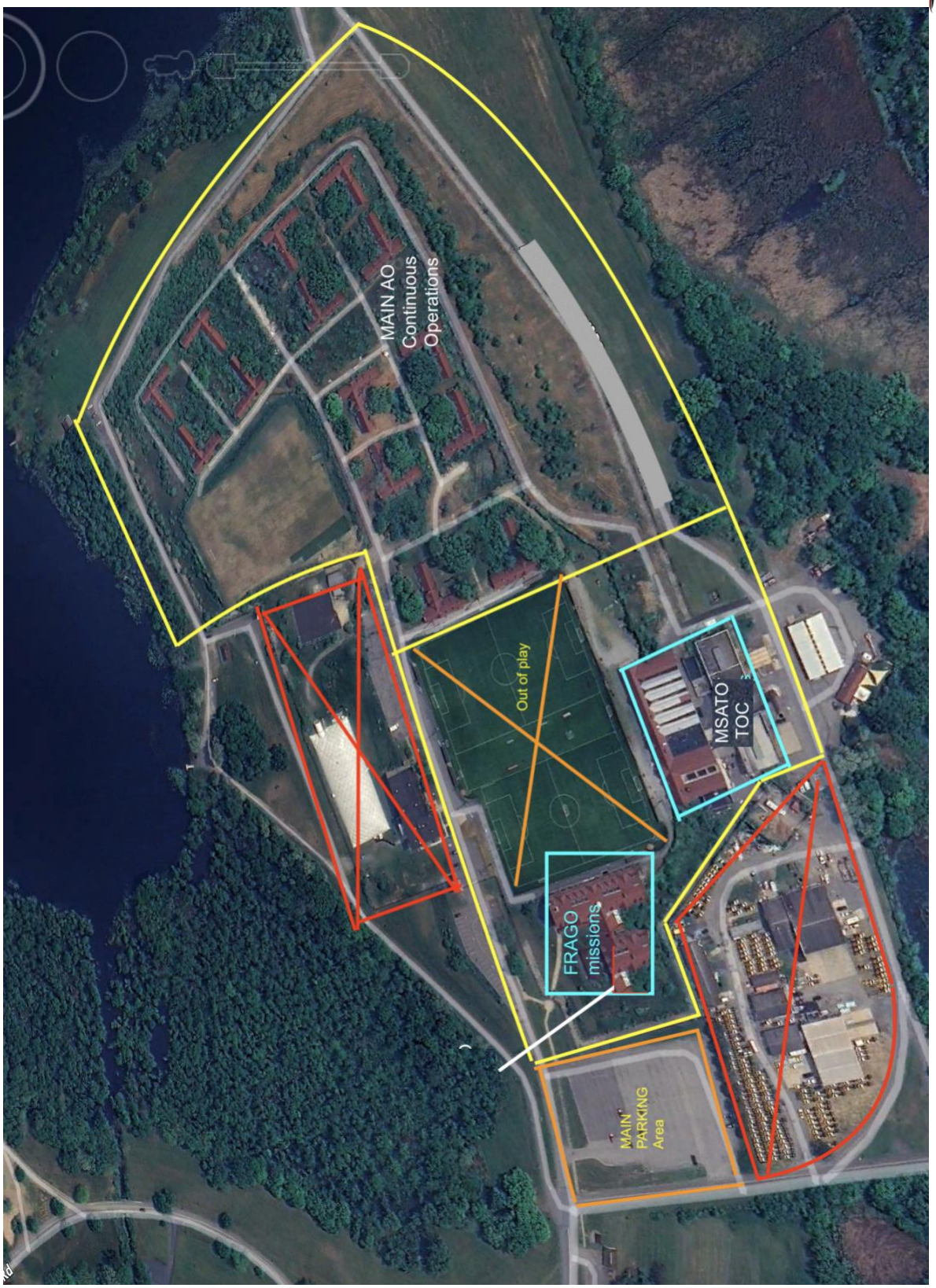
AO LOCATION: Mid-Orange Correctional (former)
Hudson-Sports Complex
122 State School Road
Warwick, NY

MSATO Command Post: TOC / Building near soccer field (see map)
Sign-In & Pick up Pre-orders
MSATO Supply store
Vendor location
First Aid
Command Level meeting area

Chrono: **TOC building, 1 level down.**

OGA	Command Post (CP) / Respawn	2 buildings NE section of compound
Russian	Command Post (CP) / Respawn	2 buildings SW section of compound


Green = Chainlink Fence
OGA CP Respawn
Line of Advance
Do not cross other team line, into their CP area
Russian CP
RV Parking
Port Potties
Do Not Park
Do Not Park
Do NOT Park
In these spots
They are for
Soccer / Party
TOC = Event Staff CP
1. Sign-In
2. Chrono
3. Supplies
4. Briefings
TOC
FRAGO Building
PARKING
WICKHAM LAKE
N/F TOWN OF WARWICK 46-1-39.2
N/F WARWICK VALLEY LOCAL DEVELOPMENT CORP 46-1-35
STATE
SCHOOL
ROAD


MAIN AO
Continuous
Operations
Out of play
MSATO
TOC
FRAGO
missions
MAIN
PARKING
Area

Time Schedule:

Friday Dec 4, 2026
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- 1830 Chrono

Saturday Dec 5, 2026
0800- 0915. Sign-in, pick up pre-orders. **No arrivals after 0915.**
Each team has own sign in table.
0800- 0930 Chrono

1000- 1100 Command staff time with team at CP/ Respawn

1100- 1130 REQUIRED FORMATION: Gear and Safety Check. In TOC
1130 – 1200 Movement to StartEx
StartEx. Approx 1200pm.

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

Frago MISSIONS **Squads Assignments to Fragos can change as needed by staff*
- 1230 - 1400 Mission One OGA Squad TBD vs Russian Squad TBD
- 1430 – 1600 Mission Two OGA Squad TBD vs Russian Squad TBD
- 1630 – 1800 Mission Three OGA Squad TBD vs Russian Squad TBD

2000 Endex Saturday

Sunday Dec 6, 2026
0900. Command staff time with team at CP/ Respawn/
1000 – 1500 Force on Force Battle continuous… PauseEx as needed by MSATO Staff

Frago MISSIONS *Squads Assignments to Fragos can change as needed by staff*
- 1000 - 1130 Mission One OGA Squad TBD vs Russian Squad TBD
- 1200 - 1300 Mission Two OGA Squad TBD vs Russian Squad TBD -4

1500 Endex Sunday

Times can change as needed by production organizers

<u>NO ONE who is not signed up and registered allowed on property!</u>

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**
    - **<u>2 Chrono per team</u>**
    - **<u>Teams Chrono each other</u>**

  - **Practice chrono, use it BEFORE you get in line for actual chrono.**
  - **<u>HPA users MUST bring own tools to adjust your tank pressure.</u>**
  - MSATO will NOT have tools to adjust HPA tanks.

E. Weather:

<u>Warwick, NY</u>		Avg Weather for Dec 5-6		
Averages:		Hi 45' F	Lo 29' F	
Forecast	Friday	Dec 4	Hi 50' F	Lo 36' F
	Saturday	Dec 5	Hi 49' F	Lo 34' F
	Sunday	Dec 6	Hi 50' F	Lo 33' F

F. RON (Rest Over Night)

I. RV or Trailers allowed in Parking area, with heater.
II. NO TENT Camping (per Town) safety concerns
III. NO Sleeping in Cars (per Town) safety concerns

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 10 2-story buildings in play for continuous combat.

II. Each side has 2 buildings for CP and Respawn. Opposing force **CAN NOT** enter those buildings or cross the Limit Line of Advance. Engagement allowed over line but can not advance over line. You can shoot at buildings and they can shoot out.



Continuous Battle for control of AO.
Points will be rewarded based controlling buildings. The further the building from your CP the more value. The closer the building lower value, but by controlling the close ones you deny the other team high value. Also might want to control buildings across from CP.

Team CP are active: Can shoot at them and you can shoot out of. Other team can not cross Limit (Line) of Advance. Can shoot over line but not cross line.

Points awarded during "snap-shots" when staff determines who controls what.
Control means you need to have your team color flag on 2 sides of buildings.
FLAGS stay put in specific locations, just put out your team color to show control.
Do not remove flags from their location.

Gold is buried in the active AO. Locations found during FRAGO missions.
Bring recovered Gold to building you control, put on 2nd floor near flag.

2.5 NO HIDING OPJECTIVE 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.

THAT MEANS no objectives allowed in Respawn or the 2 buildings closest to your CP/ Resapwn

i. If staff finds out item in 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 resapwn.

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

FRAGO MISSIONS : Roosevelt Building

- Frago missions will pull 1 -2 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.

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.



2025 UPDATES

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

2026 UPDATE:

- Max BB weight of .36g for all **(exception DMR/Sniper can use max .48g)*
- HPA guns: Chrono Max 1.50 J with .32b BB
- Sniper/DMR users will be charged $10 Yearly Test service fee.
  - Service fee is due to the additional employees required to handle and oversee HPA/Sniper/DMR users.
  - Additional O/C (Observer Controllers) will be used during event to spot check HPA/Sniper/DMR users.

MUST pass onsite test at judging distance for engagements.

- DMR Class
  - 2.1 joules
  - .32-gram BB – HPA / GAS and AEG
  - 75ft MED

Bolt Action Sniper:

- A long range, precision replica rifle with a bolt action
- Includes the M40, M24, Barrett, CheyTac, etc.
- Bolt-action
- Mid-cap only.
- Must have a magnified optic and a bipod
- 3.6 joules
- .32-gram BB – HPA / GAS and SPRING
- 100ft MED

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
   b. There will be some Bio BB's available onsite for sale

II. AEGs **FPS limits 400 with .25 / 1.86 Joules**

III. HPA Guns FPS Limit of 1.5 joules with .32
   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

IV. SAW (Squad Automatic Weapon) & LMG (Light Machine Gun)
   a. Full Auto Outside only
   b. 30' minimum engagement distance (MED) on full auto
   c. **No indoor use allowed on full auto**
   d. REQUIRED to have pistol or semi auto rifle as backup for indoor and under MED

V. **Bolt Action Sniper**: **NO INDOOR USE ALLOWED**
   a. 100ft MED
   b. MUST have secondary weapon for under 100' engagements and indoors
   c. No Indoor use
   d. A long range, precision replica rifle with a bolt action
   e. Includes the M40, M24, Barrett, CheyTac, etc.
   f. Bolt-action
   g. Must have a magnified optic
   h. 3.6 joules
   i. .32-gram BB – HPA / GAS and SPRING

VI. DMR (Designated Marksman / Rifleman) **NO INDOOR USE ALLOWED**
   a. 75' minimum engagement distance
   b. MUST have secondary weapon for under 75' engagements and indoors
   c. No Indoor use
   d. 2.1 joules
   e. .32-gram BB – HPA / GAS and AEG
   f. 75ft MED

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

II. All simulation grenades that eject BBs or Died Peas are **allowed** as long as meet these requirements:
   a. TAGinn hand-grenades and Reaper & Fate (launchable)
   b. Enola-Gaye EG-67 hand grenade
   c. Please check with MSATO staff BEFORE using different style to get approval.
   d. 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.

   e. NOT ALLOWED
      i. NO IWA style grenades (they are for Professional use only, per IWA)
      ii. NO Enola Gaye Mk-5 / Thunder Sticks
      iii. NO homemade devices or Cherub brand or style that use fireworks.

III. 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.

IV. 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.

V. SMOKE GENADES **NOT ALLOWED AT THIS AO**

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.

2.6 NO HIDING OPJECTIVE 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 300' 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**

Pictures of previous MSATO Op at this AO in Dec 2025



Pictures from Dave Sage @ Autumn Curse Studio

https://autumnscursestudios.pic-time.com/-msatodiehard3/gallery

3. MEDIC / WOUNDED RULE

RECOMMENDED Rootiment Arms "Hit Stick".
MSATO will provide "Red Medic Rope" for free to any player who does not have a Hit Stick or a "tourniquet" from another event organizer is authorized.

"Hit STICK" / Medic Rope 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 <u>TOTAL</u> 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** .or 2 knots in Medic Rope (2 Red equals 3 hits out)
II. The Medic will flip down RED marker or untie Knot 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 $5.
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.

UNIFORMS

STANDARD MSATO Uniform Rules in play
No RED color on uniforms.

OGA Tan or Black uniforms
Desert Tiger Tan/ Coyote AOR1 Desert examples Multicam
*Please check with MSATO for other desert allowed, before OP.








Russian *(Woodland/ Green / Black color based uniforms)
Flecktarn Woodland OD (Green) MC/Tropic Tiger stripe.
*Please check with MSATO for other camo options to make sure approved before OP







REQUIRED Since 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.
OGA: Multicam, Tan/ Coyote, Desert color camo, BLACK

RUSSIAN: Woodland, Olive Drab, Green camo, 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 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. **NO** 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 may be treated on site if qualified personnel available.
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: **MAIN BUILDING**
II. OGA (tan/black side) Command Post location: **SEE MAP**
III. RUSSIAN / (Green) Command Post location: **SEE MAP**

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. OGA UHF Command Radio Channel 2
      RUSSIAN UHF Command Radio Channel 6
   b. MSATO Staff UHF Command Radio Channel 9

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 #___	
Radio #___	

GREEN Based Team	
Radio #___	CO
Radio #___	XO
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.

PCI: PRE-COMBAT INSPECTION:

Last Name:_____ First name:_____

Side (circle) OGA (Tan/BLACK) or RUSSIAN (Green)

Squad Assignment Number: _____

_____ **Wristband Registration**
_____ **Chrono tag on weapon**
_____ **If HPA gun: regulator lock.**
_____ **If Sniper/DMR extra chrono tag for "hot gun"**

_____ Eye protection (full seal) (Insurance Requirement)
_____ Ear/ hearing protection
_____ Face Protection / Balacava/ Face mask (Insurance Requirement)
_____ 18+ Balaclava or other fabric acceptable
_____ Under 18 hard face protection with cloth face mask (balaclava)
*(Wire mesh mask or Plastic. **NO COLORED SPEEDBALL STYLE)***
_____ Barrel Covers in non-play areas (Insurance Requirement)
_____ Flashlight/ Tac-Light
_____ HIT STICK (Medic Rule)
_____ Red Rag (Medic Rule)
_____ Chem light, glow stick, LED etc. (Medic Rule)
i. RED LIGHT ALL PLAYERS

Proper Uniform Check (Must be approved uniform colors)/ NO RED
_____ Uniform Top (shirt/ jacket)
_____ Uniform Pants
_____ Helmet (head cover)
_____ NAME TAPE (Name or Call Sign) If no *Duct Tape with Name _____
**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.*

Signature: _____

Squad Leader / Command Staff who checked player:

_____

Last Name:_____ First name:_____

RULES Preparation

1. When hit how long are you dead before you can be revived?

   _____ Minutes

2. If I am not healed in time listed above how much longer do you need to wait in that spot before you "bleed out"?

   _____ Minutes

3. If I bleed out and can't be saved, where do I go to rejoin the OP? circle answer)

   a. Sign-In, Back to my Squad Medic, Team Toc

4. If my entire squad is RedCon (out of lives on hit sticks) where does the squad go to reset their hit sticks? (circle answer)

   Sign-In Closest building Team TOC/Respawn To another Squads Medic

5. How many HIGH CAP Mags can a rifleman carry? (circle answer)

   0 5 10 As many as I want

6. Where can I hide props? (circle answer)

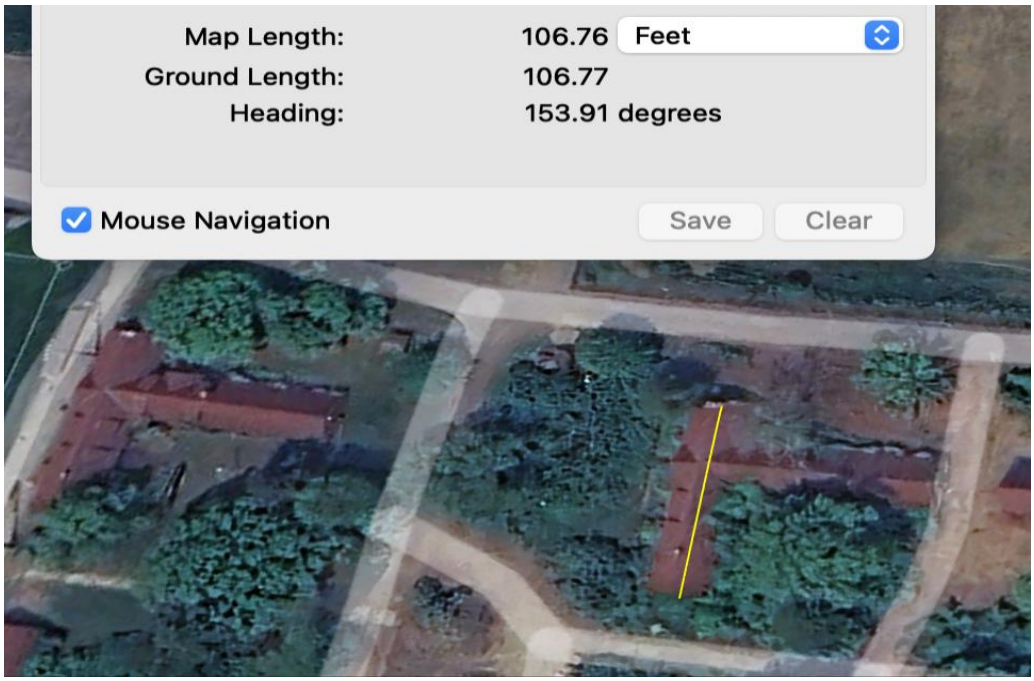
   Team CP In buildings In the woods No hiding Anywhere I want

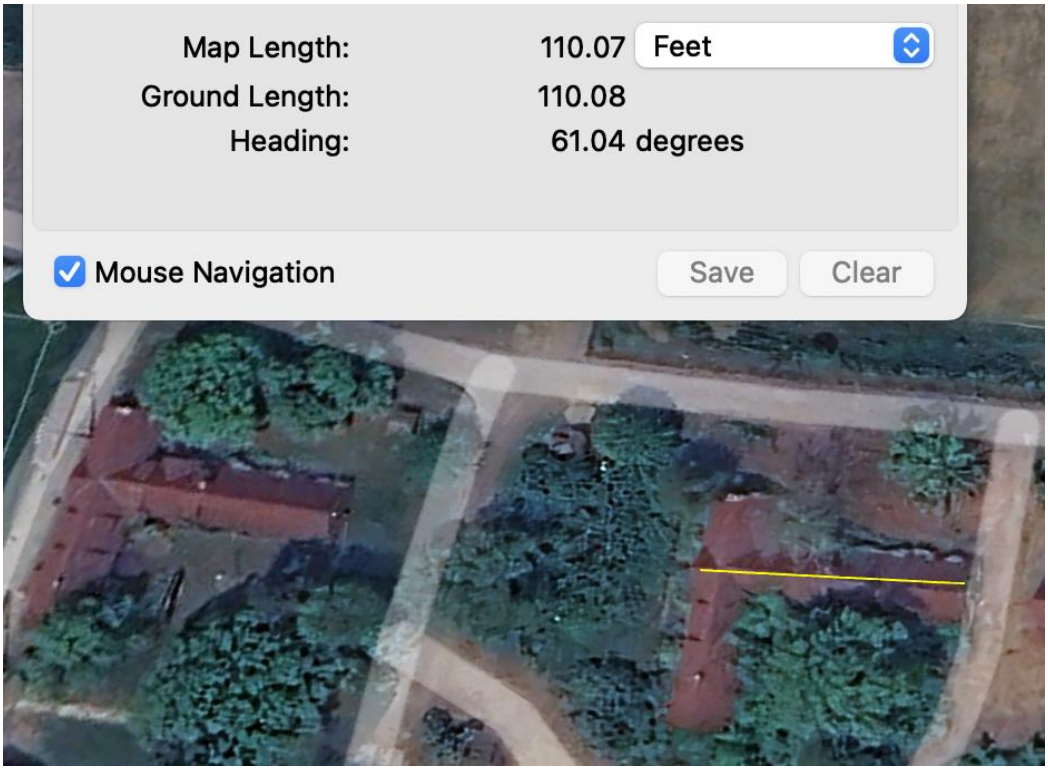
7. How many feet is the kill radius of a Grenade, even if don't feel dried peas hit you? (circle answer)
   0, BBs need to hit me, 5ft 10ft 15ft 20ft 25ft

8. What is minimum engagement Distance of someone using a SAW/LMG Full auto?

   0ft No Minimum engagement 10ft 20ft 30ft. 40ft

Buildings are basically 100’ long and 100’ wide
2 story with 1 stairwell





Combat area is about 20 acres with 10 active buildings

