

The Forge 2 AO & OP INTEL



OP LIBERTY: THE FORGE 2

18-20 SEPT 2026

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



AO LOCATION: **2409 North Cedar Crest Blvd**
 Allentown, PA
 70 miles from Philadelphia
 80 miles from Newark

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

Chrono: **Location Near Sign in location***
MUST sign-in before Chrono and show wristband at Chrono.
*[Bad weather, chrono will be inside a building TBD]

Joint Task Force (JTF/ Tan) Command Post (CP) / Same building as sign in
United Resistance Group (URG/Green) Command Post (CP) / Western section of AO

Sign-in, Chrono and then, URG can drop off gear at CP if they want then need to move to parking areas.

URG: Possible limited parking near CP might be command staff only.
Majority parking North & Northeast side
JTF: All parking in Northeast near CP.





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.

2026 UPDATE:

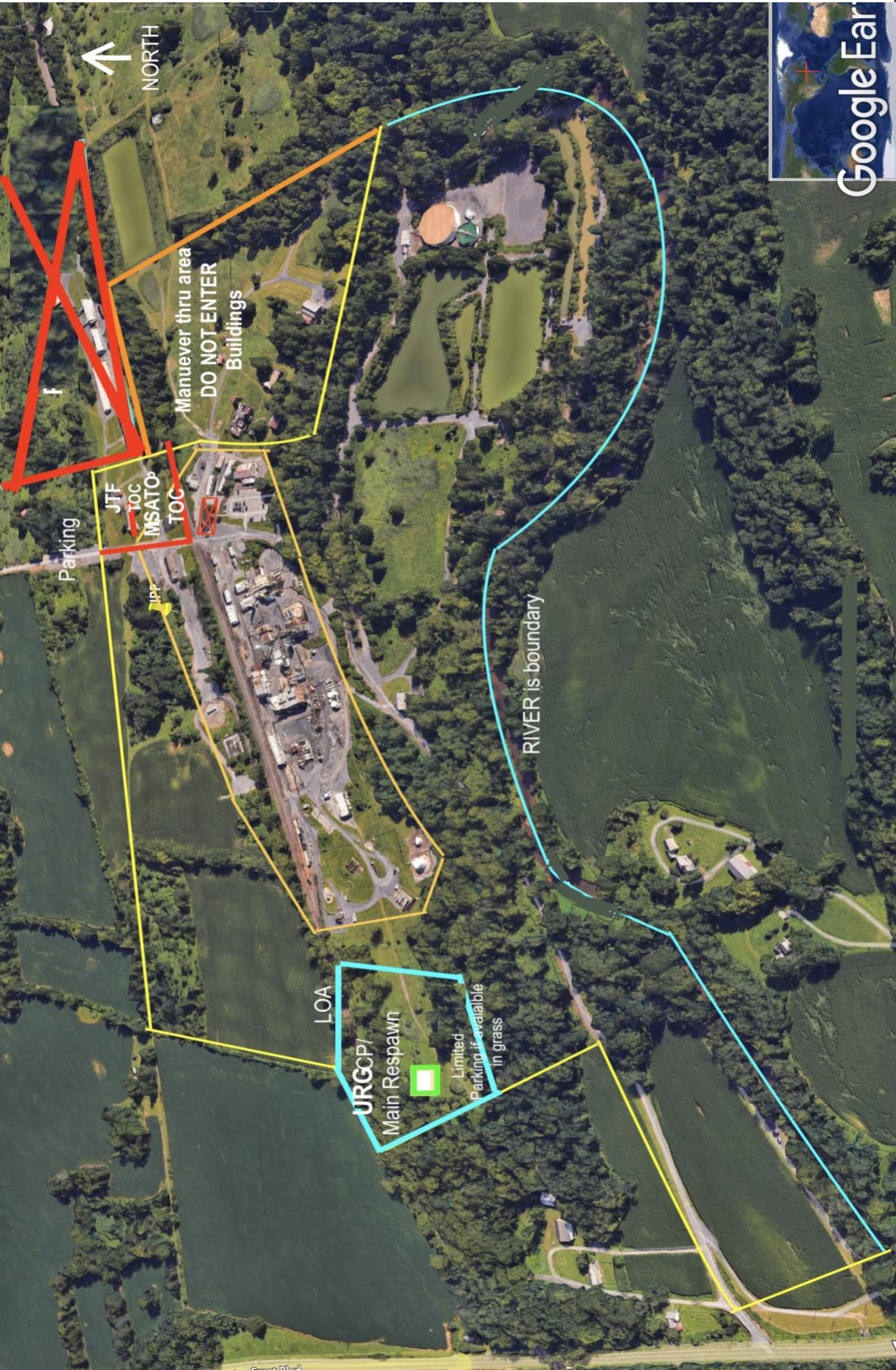
- Max BB weight of .36g for all **(exception DMR/Sniper can use max .48g)*
- HPA guns: Chrono Max 1.50 J with .32b BB
- Sniper/DMR users will be charged \$10 Yearly Test service fee.
 - Service fee is due to the additional employees required to handle and oversee HPA/Sniper/DMR users.
 - Additional O/C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





Scenario from OP LIBERTY:

Op Liberty: The Forge 2 will use part of this scenario as basis for missions:

Joint Task Force (JTF) Dragon [tan]: has received intel that the **United Resistance Group (URG)** [green] has infiltrated the northeastern United States with plans to create biological components that can be used against their enemies.

The **URG** has received funding from a unknown NGO (Non-Government Organization) to purchase a factory that can produce both a synthetic a biological element that can be disbursed via a smoke device and the biological that could be put into food source. The ultimate plan is enter the component into the water supply.

The URG has located a former factory along a river. The factory was designed to use water from the river, clean the water and release the water back into the river system. The URG scientist and engineers have found a way to take the water from the river and instead of cleaning the water before putting the water back into the river, their plan is to set up a delivery system to embed the biological elements into the water molecules via an osmosis process. The water molecules will then make it past many of the filters used by local water departments.

The URG has been hired by the rogue NGO scientist to provide security at the factory. The URG soldiers will assist the scientist with implementation as needed but only if properly paid. Terms of payment and costs to be determined based on the job of implementation.

JTF Dragon team is moving into the area with a “War Fighter” element, which will be backed up by team of specialist for Bio-Containment.

URG is mission heavy with guarding the industrial complex (starting inside the compound) and control key buildings for creating their biological compounds. URG will need to bring in equipment and supplies for the rogue NGO scientist to complete their missions. Once completed, getting the biological compounds into the water via the river.

JTF is going to need to breach the industrial complex and gain control over the areas to prevent the scientist from building their biological weapon. JTF will need to intercept the biological supplies. Capture the scientist and find out which NGOs are funding these biological weapons. Stop the URG from helping the rogue NGO from getting biological into the river and contaminating fresh water that feeds into the water supply for major urban areas and tens of millions of people.

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Time Schedule:

Friday Sept 18, 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- 1800 Chrono

Saturday Sept 19, 2026

- 0800- 0930. Sign-in, pick up pre-orders. **Must be in line by 0915.**
\$20 late fee after 0915
- 0800- 0945 Chrono **Must be in line by 0930.**
\$20 late fee after 0930

1000 – 1100 **REQUIRED** Command staff time with team at CP/ Respawn .
Gear and Safety Check.

1115- 1145 MSATO EVENT REQUIRED FORMATION:

(*location tbd and will be posted at sign in)

1145 – 1200 Movement to StartEx

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

1200 – 2200 Force on Force Battle continuous... PauseEx as needed by MSATO Staff

Frago MISSIONS

- 1400 - 1530 Mission One
- 1600 – 1730 Mission Two
- 1800 – 2000 Mission Three

2200 Endex Saturday

Sunday Sept 20, 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

- 1100 - 1245 Mission One
- 1300 – 1430 Mission Two

1500 Endex Sunday

Times can change as needed by production organizers

G. Terrain:

- I. Approximately 95 acres with approximately 30 acres of Industrial complex buildings for continuous combat during scheduled times.





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
- e. AEG SAW/LMG **FPS limits 425 with .25**
- f. HPA SAW/LMG **FPS Limit of 1.86 joules with .32**

V. Bolt Action Sniper:

- 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)

- 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

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- 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 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.
- 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 ALLOWED AT THIS AO**



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.

“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 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 .

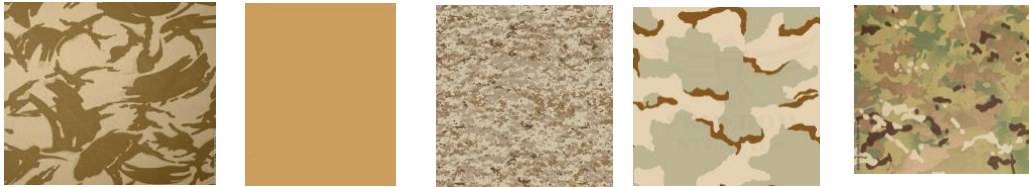


- II. **AFTER a total of 10 minutes of not being saved you can move back to your squads position and find your medic.**
 - III. **MEDIC use "HITSTICK" to flip down Red marker** Healing you and you can rejoin the fight.
 - IV. **TOTAL TIME** if not saved is 10 minutes before you get back in fight
- c) **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** .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.

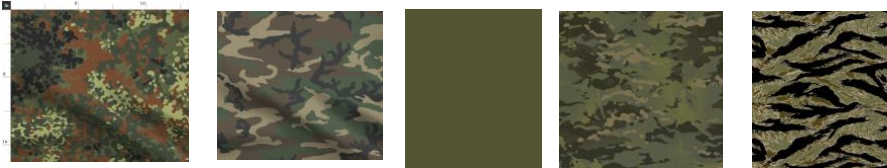
JTF Desert Tiger Tan/ Coyote AOR1 Desert examples Multicam
*Please check with MSATO for other desert allowed, before OP.



URG *(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



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, allowed for helmet / head cover

TACTICAL Gear / Vest:

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