



OP CRYPT II: Resident Evil

November 7-8, 2015

1. SITUATION for OP CRYPT II:

“HEISENSTEIN PHARMACEUTICALS” an International pharmaceutical organization has set up secret operations in an abandoned Chemical Facility to do Bio-Cyrogenic research. The research they are doing at this facility is outside International Human Rights Bio-Health Ethical Guidelines.

Dr Heisenstein has been reprimanded in the past and is currently being sought for questioning. The Coalition Forces have sent in a force to detain Dr Heisenstein. They have been instructed to search the facility and seize any evidence that shows the Doctor is violating Ethical guidelines. There is circumstantial evidence that the Doctor has been doing human experimenting.

HEISENSTEIN Pharmaceuticals is a highly profitable corporation that has been able to hire a corporate security force. Dr Heisenstein put up some of his own funding to step up the quality of this force and has moved from corporate security to a MERCENARY FORCE. This MERC FORCE has cut a deal with Dr Heisenstein that will allow them a backend financial deal that will make them millions if this Cryogenic Research works.

The MERC FORCE has agreed to help the Doctor with Human trials even though it will violate International Bio Health Guidelines.

MERCENARY FORCES [Freedom Fighters]:
COALITION FORCES:

General INFO

- The battle zone is a chemical facility both sides will be limited to small arms. They need to go in and take control of the area with men and rifles.
- Mortars can be used on limited basis.
- Both sides will want to set up an Anti-Aircraft missile system just in case the other side decides it is better to destroy the facility rather than let it fall into others hands. Air strike is definitely the last resort but it should be planned for.
- Outside individuals (i.e role players) can be part of missions.

AO Location:
99 Development Rd
Fitchburg, MA



A. Coalition Forces:

- I. Commander – Rolland “RAM”
- II. XO – TBD
- III. Platoon Leaders – 3 positions
- IV. 2 Sniper Teams per side (1 Sniper + 1 spotter/ rifleman)
- V. Available positions Rifleman w/Midcaps, 1 SAW per Squad
 - a. 1st Platoon – 30 positions - 3 squads of 10 (SL + 8 riflemen + 1 SAW)
 - b. 2nd Platoon – 30 positions - 3 squads of 10 (SL + 8 riflemen + 1 SAW)
 - c. 3rd Platoon – 30 positions - 3 squads of 10 (SL + 8 riflemen + 1 SAW)

B. Mercenary Fighters:

- I. Commander -
- II. Platoon Leaders – 3 positions
- III. 2 Sniper Teams per side (1 Sniper + 1 spotter/ rifleman)
- IV. Available positions Rifleman w/Midcaps, 1 SAW per Squad
 - a. 1st Platoon – 30 positions - 3 squads of 10 (SL + 8 riflemen + 1 SAW)
 - b. 2nd Platoon – 30 positions - 3 squads of 10 (SL + 8 riflemen + 1 SAW)
 - c. 3rd Platoon – 30 positions - 3 squads of 10 (SL + 8 riflemen + 1 SAW)

C. Enlistment (Players):

- I. Players 18+ in good standing with MSATO are authorized to register for the events
- II. Players 16-17 years old may participate on case-by-case basis. MUST meet requirements:
 - a. Must be part of a team that has players 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

- I. OP Crypt will have Role Players involved in some mission scenarios
 - a. Dr Heisenstein
 - b. Etc.. as needed

E. Terrain:

- I. Abandoned Industrial 28 acres fenced compound
- II. Multiple buildings
- III. Wooded terrain
- IV. **F. Weather**

Fitchburg, MA	Weather for November	
Averages:	Hi 55' F	Lo 36' F

G. RV camping onsite Friday in designated parking area.

- I. Local hotels available



H. Time Schedule

SATURDAY 07 Nov 2015

0800 Gate OPEN

0800-0930 Registration / Chrono

0930-1100 Separate Team Meetings at their own TOC
Command staff time with team

Rule Briefing

Mission Briefing,

RADIO/ Comm check

1120-1150 Formation ALL PLAYERS , FULL Uniform and Gear
Safety equipment check

1150-1200 Movement to STARTEX positions

1200 STARTEX MAIN BATTLE COMMENCES

1400 FRAGO missions begin

FRAGO missions will be relayed to both commanders at the same time. Info can be relayed via Radio or courier or possibly from information obtained from HUMINT (Role Players)

1200- 0000 MAIN BATTLE continuous

SUNDAY 08 Nov 2015

0000- 0200 Main Battle & Fragos continue

0200 Main Battle PAUSEX / Recon and Frago Missions continue
Team return to their CP

0200 -0600 Main Battle PAUSEX

Small Unit (2-3 Squads) Recon and FRAGO Missions

0400 ALL FRAGO missions finished

0600 – 0630 Team Meetings/ Formation

0700 – 1300 Main Battle resumes

1300 ENDEX

1300 – 1330 Final Formation

1330 – 1400 Assemble Area CLEAN UP

Clean Team CP / Parking areas of your own trash

Times can change as needed by event organizers



2. MISSION of OP CRYPT II:

OP CRYPT II is designed to give players the feel of a combat experience.

OP CRYPT II: will have point scoring because it is a 24 hour OP. Controlling buildings at key times during the OP is essential to the overall mission. These “snapshots” will take place at specific times throughout the 24 hours. The CO’s will be given notice when these snap shots will occur.

You will also be tasked with missions, get it done!
Some missions may require multiple stages. If you do fail to complete one stage **NEVER GIVE UP!!** Keep going because you may lose a battle or not complete a mission but keep going because there is an overall goal for your side.

2.1 WEAPONS, AMMUNITION & CHRONO

- I. **Biodegradable pellets are required.**
 - a. (There will be vendors on site to purchase Bio BB’s)
- II. **FPS limits are 400 with .25 for AEGs**
- III. **FPS Limit of 1.86 joules with .25 for HPA Guns**
 - a. **Air systems will have 1/8” steel cable lock installed after chrono.**
 - b. **If your tank or air system can not be locked by a cable lock it will not be allowed to be used for any MSATO events.**
- IV. Airsoft military style assault rifles, pistols, grenade launchers, shotguns are approved for use.
 - a. Limited SAW for OP CRYPT II, 1 per squad
 - b. Limited SNIPER RIFLES at OP CRYPT II, 2 teams per side
- V. 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
- VI. **Mid Cap Magazines Only.**
 - a. NO restriction on how many Mid-caps you carry
- VII. NO restrictions on BB loading devices
 - a. NO restrictions on carrying bags of BB’s into field (do not throw empty bags out on field)
 - b. Brought bag into field take out with you.
- VIII. **RIFLEMEN Semi-Auto fire Only at** OP CRYPT II
- IX. NO blind firing.
 - a. No sticking weapon around corner and open firing.
 - b. You must be able to ID target!
- X. ***NO Rubber Knives or Tomahawks or other Hand to Hand weapons**
 - a. This avoids Physical contact and real fights or injuries caused by physical contact
 - b. ***ROLE PLAYERS may use these weapons.**
- XI. NO REAL STRAIGHT BLADE KNIVES allowed on gear.
 - a. Swiss army, multi-tools and folding knives and are OK.



2.2 GRENADES, MINES and BOOBY TRAPS

- I. Only simulation grenades that eject BIO BBs or Died Peas are allowed.
 - a. Pulled ring Only,
 - i. NO strike or fuse lit devices
 - ii. NO homemade devices.
 - b. Spirit and rule of Grenade concept:
 - i. If grenade lands within 5 feet and goes off but you didn't feel BB, more likely then not you were hit.
- II. Legitimate Airsoft claymore mines are allowed:
 - a. Purchased from legitimate manufacturer
 - a. NO HOME MADE Devices
 - b. Loaded with BIO BB's
 - c. Must be hit by BB's
 - i. Spirit and rule of mine concept:
 - ii. If grenade lands within 5 feet and goes off but you didn't feel BB, more likely then not you were hit.
- III. Thunder B's and reusable distraction devices are allowed
 - a. NO homemade device
- IV. TAGGIN Grenades allowed INSIDE ONLY
 - a. This is because they put out Non-Bio BBs and plastic, but we pay to have the buildings cleaned so these will be swept up.
 - b. NOT allowed outdoors because of Non-Bio BBs and plastic parts
- V. NO SMOKE GENADES of any kind on this property

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) 50' kill radius
 - b. Small IED (Pipe bomb / C4 or similar) 30' kill radius
 - c. Suicide Vest 20' kill radius
- III. They are activated by EVENT 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 player must be taken off them
- V. If killed by IED. GO BACK TO RESPAWN LOCATION
 - a. Wait 5 minutes once there.
 - b. **Wounded Rule does not apply to groups killed by IED.**



4.4 NO shields

- A. Shield would be considered Equipment or gear and if it is hit your hit
- B. NO "Meat Shields" = using another player as a shield when they are dead.

4.5 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.

4.6 NO HIDING OBJECTIVE or BRINGING them into your respawn

- a. Mission objective MUST stay in play until that mission is totally completed and event 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.
- 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 player MUST always stay with items
 - ii. Items can be moved but NEVER hidden once found.



3. MEDIC / WOUNDED RULE

MSATO “**MEDIC RULE**” will be used to maintain unit integrity, provide a fluid tactical scenario and reinforce squad tactical fire and maneuver. Squads will remain together throughout OP.

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 = DEAD!

*Gear= anything wearing or hold

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

DO 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 player is hit,

I. Call out “HIT, HIT, HIT” LOUDLY at least 3 times

i. Player shooting may not hear you

II. Pull out RED RAG or Glow stick ASAP and wave so other players 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*

i. NO TALKING (other then calling for “Medic”, only other thing is you can say “don’t save me” if you as wounded know you are covered and would rather bleed out)

ii. Player can be moved by any other player during the 5 minutes.
1. Requires live player hands on dead player while moving
2. WALKING dead can not run with live player
3. Dead player can be moved back to Medic by any live player

IV. Medic can regenerate the “wounded” player AFTER five minutes.

V. If a medic is “hit”, another medic can regenerate the “wounded” medic after five minutes.

VI. A player may NOT regenerate another player.

b) TEN (10) MINUTE 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 10 minutes of not being saved by your own team you can move back to your squads position.



- III. **YOU MUST WAIT ANOTHER 5 MINUTES** with the Medic BEFORE they can Heal you and you can rejoin the fight.
 - i. We do not want Lone Wolf players. Stay with your squad.
 - IV. **TOTAL TIME if not saved is 15 minutes before you get back in fight.**
- c) 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 players on your time to get saved
 - d) When wounded you CAN:
 - I. HYDRATE Please drink water. This is great time to take fluids
 - II. Reloading mags is permitted
 - e) A medic can only regenerate one person at a time.
 - f) Each Player will be provided a 24" piece of Red Wounded Rope.
 - g) Red Wounded Rope must be attached to the players gear on the left side.
 - I. **Two (2) knots** will be tied in each rope. (2 knots equals 3 hits out)
 - II. The Medic will need to untie the knot. This simulates the medic working on the wounded player.
 - III. If players is out of knots on their rope, MEDIC can untie a knot from your "Battle Buddy" (Similar to "Battle Buddy" giving up his bandage). Battle Buddy must have hands on Wounded Player who is out of knots. This means that both a medic and battle buddy will be required to get to wounded player.
 - IV. When all knots have been used or when the knots 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 Knots or Low on Knots they MUST return to Respawn location. Entire Squad MUST wait at least 5 minutes in Respawn. Re-tie two (2) knots in rope and re-enter. The "Knot System" eliminates the issues that have occurred from dealing with bandages; leaving a mess in the MOUT site and players losing them.
 - h) A Red Rag or Red CHEMLITE designates wounded or withdrawing players (optional see section 2.f)
 - i) Each squad will have two medics designated, one per fire team.
 - I. Medic role may be transferred from one "LIVE" player to another "LIVE" player at the discretion of the Squad Leader.
 - j) Individual movement during is NOT authorized – squads must remain together and move as directed by the Commander.
 - k) Opposing forces are not allowed to capture each other - NO POWs.



- 3.3) *NO Physical contact between players
*(Role Players will sometimes require physical contact, but no fighting, mainly restraint type of contact)
NO Spitting at another player

4. SERVICE SUPPORT:

4.1) Class I – Subsistence

- II. All participants should plan for and bring food and water based on personal usage and need.
- III. OP CRYPT II
 - a. Bring your own food and drinks
- IV. All participants should bring extra water with them even for fall temps
- V. Coolers can be brought to team location
- VI. Camp stoves / Tail gating type
 - **NO FIRE PITS / NO OPEN FIRES**
- VII. Limited access in and out of property to get food.

4.2) Class II – Clothing and Individual Equipment

I. EYE PROTECTION REQUIRED

****NEVER TAKE OFF EYE PROTECTION IN THE FIELD****

- a. Eye protection must have a rubber/foam/soft material full seal that closely conforms to your facial features.
- b. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.
- c. Eye protection should be ANZI Z87.1 compliant or better. This standard is usually posted either on the packaging or on the manufacturer's website.
- d. NO Wire or any other type of mesh goggles

II. GEAR / VESTS/ Boots/ gloves

- a. Can be ANY color. Does not have to match uniform color choice
- b. Except HEAD GEAR should match uniform color (see below)

III. CLOTHING and HEAD GEAR MUST be correct colors for the team

- a. Head gear MUST match team colors. Especially in a MOUT/CQB environment often the only thing people see if a head peaking out a window or doorway.

Breach of uniform You MUST wear proper uniform. You are choosing your uniform when you sign up so make sure you have top and bottom in the color you chose. If you do not have proper uniform you will be told at formation that you will need to get the correct uniform to play. You will have options:

- b. Borrow from friends
- c. Leave event (NO REFUND. NO CREDIT)



- IV. **Required equipment for your safety:**
 - a. **Eye protection (full seal) (Insurance Requirement)**
 - b. **Face Protection (Insurance Requirement)**
 - c. **Barrel Covers in non-play areas (Insurance Requirement)**
 - d. **Hydration System** (need to drink even in winter)
 - e. **Flashlight** (areas have no light)
 - f. **Red Rag**
 - g. **Chem light, glow stick, LED etc.**
 - i. **Red Light or team color (Green or Yellow)**
 - ii. **NO BLUE staff only**
- V. We recommend the following CQB equipment for your safety:
 - a. Mouth Guard
 - b. Knee pads
 - c. Elbow pads
 - d. Gloves
 - e. Helmet HIGHLY recommended (Must be same color as uniform)
 - f. Military style footwear (no sneakers)
- VI. **Coalition Forces (TAN)** will be in
 - a. Multicam,
 - b. Army Combat Uniform (ACU)
 - c. Desert Camouflage Uniform (DCU)
 - d. Desert Tiger Stripe,
 - e. Desert MARPAT
 - f. ATAC- AU
 - g. International Desert uniforms allowed.
- VII. **Freedom Fighters (GREEN/ Non-Uniform),**
 - a. Woodland: BDU,
 - b. Woodland: MARPAT
 - c. Jungle Green Tiger Stripe
 - d. Solid OD
 - e. Multinational GREEN uniforms acceptable. i.e Canadian, Flecktarn, Russian Uniforms
 - f. Non-Uniform options (any combination allowed, except Coalition colors or partial uniforms)
 - i. Jeans
 - ii. Black
 - iii. Rebel / Insurgent Style
 - iv. ****NO TAN, Desert or anything that can be used by Coalition Forces as part of their uniform****



VIII. *If you didn't earn it, please don't wear it*

- a. *Out of respect for the real military personnel please do not wear REAL ranks, patches or badges you did not earn through military service.*
- b. *It is Military Simulation but we do not want people insinuating they are or were part of a real military unit or certain rank or received a badge or medal they didn't earn.*
- c. *Some Airsoft teams have patches that look similar to real units, as long as they are not exactly the same that is fine.*

IX. Shemaghs should be similar to your team color

- a. Coalition Forces: TAN Based (No Green)
- b. Freedom Fighters: GREEN of Black based (No Tan)
- c. ****NO RED/WHITE Shemaghs, causes confusion with dead rags****

X. All participants must have a RED RAG to designate wounded status.

XI. All participants must have a CHEMLITE to designate wounded status during darkness – RED is recommended

- a. Optional approved (No other colors approved)
- b. Coalition Force = YELLOW CHEMLITE
- c. Freedom Fighters = GREEN
- d. Staff will be using BLUE CHEM LIGHT

4.3) Personal Demand Items

- I. Participants are responsible for their own personal hygiene items.
- II. No alcoholic beverages are allowed on property.
- III. Porta-Pottie location near main Event TOC and each Respawn

4.4) Major End Items

- I. Vendor (TBD) will be located at Event Staff TOC/ Registration Location for the purchase of Bio BB's and Airsoft equipment.
- II. Participants should bring extra batteries. All players should establish a plan to recharge batteries in a field environment.
- III. NO ELECTRIC charging stations will be available
- IV. NO HPA fill station available (as of version 1.1)

4.7) AEG Repair Parts & Supplies

- I. TBD by vendor

4.8) Transportation

- I. All participants and staff are responsible for their own transportation to and from events. Carpooling is highly recommended!

4.9) Medical Support

- I. Aid Station is located at the Event 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 player.

4.10) Medical Supplies

- I. Participants recommended to have a small basic first aid kit.
- II. Participants who are qualified MD, RN, LPN or EMT should bring their respective kit bag.

5. COMMAND & SIGNAL:

5.1 Command

- I. Event TOC is located in Building 15.
- II. Coalition Command Post in Warehouse/ Building 23
- III. Freedom Fighter Command Post basement of Building 15
- IV. Operational Event Command is Thomas O'Rourke (Crossfire).
- V. Chain of Command for game purposes is as designated for each company team.

5.2 Signal

- I. Event Staff Communication UHF based. Event staff Radios Channels have priority over any players Freq.
 - a. Coalition Forces UHF Command Radio Channel 3
 - b. Freedom Fighter UHF Command Radio Channel 6
 - c. EVENT Staff UHF Command Radio Channel 1
- II. MSATO will provide command level radios as needed to help with smoother communication during the event.
 - a. The UHF Command Level Radios are from Event Staff to CO and XO
 - b. MSATO will also provide Command staff radios that will allow them to program in the radio channels below.
- III. Platoon and Squad Leaders MUST have radios that can use the authorized channels listed below.
 - a. All Players should have radios to communicate with their squad leaders and other team members.
- IV. MSATO has designated the following channels for events.
- 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

Coalition Forces



1	462.5625
2	462.5875
3	462.6125
4	462.6375
5	462.6625
6	462.6875
7	462.7125
19	462.650
20	462.675
21	462.700
22	462.725

Freedom Fighters

8	467.5625
9	467.5875
10	467.6125
11	467.6375
12	467.6625
13	467.6875
14	467.7125
15	462.550
16	462.575
17	462.600
18	462.625

FRS/GMRS dual-service or "hybrid" radios - FRS/GMRS 2-way radios are simply dual-service, or "hybrid," radios that provide access to both the FRS and GMRS bands, utilizing FRS channels (1-14) and GMRS channels (15-22). Use of a dual-service radio's GMRS bands requires an FCC operator's license. Dual-service radios may be used without an operator's license, if only the FRS channels are used.

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

6. AIRSOFT EVENT MISC RULES:

- 6.1 PICK UP after yourself.
 - I. Take garbage with you
 - II. Do not leave mess inside AO or in parking area
 - III. If there are garbage barrels around put garbage in them, if not take out with you in your vehicle
 - IV. KEEP AO CLEAN. Leave only BB's



****In order to get these AO's we need to respect them so we can come back****

6.2 Filming / Photography

- I. GoPro and other video cameras **MUST** cover Red light
 - a. Other players can confuse with WOUNDED Red light
- II. NO Flash Photography of other players

6.3 **Players who break the law will be referred to local law enforcement officers and barred from future MSATO Events.**

- Anyone Stealing or attempting to steal will be reported to proper authorities.
- Failure to follow Range Safety Office, OIC or Event staff instruction will result in removal from event.

6.4 "SNICKER Moments"

- I. Even though we call it Military Simulation it is a game
- II. People get cranky when they are hungry, and often forget to eat while in the field. When you are wounded and waiting or 5 or 10 minutes eat something. When you go back to respawn get something to eat.

6.5 QUESTIONS, CONCERNS or COMPLAINTS:

Event organizers are there to help make sure the Military Simulation is best experience possible. As with any event things may come up or players may not have read or understood the rules and game play before arriving.

- If you have questions ask!
 - Ask chain of Command if it is mission based or team based.
 - If not available or there is still questions go to event organizer.
 - If it is Event based or questions about rules please contact event organizer.
 - There is usually someone from event staff at main event TOC.
- Concerns please bring to event staff ASAP, especially if they are safety concerns.
 - Everyone is a safety officer and should be looking out for others.
 - DO NOT go out of bounds or cross taped off areas
- Complaints:
 - Bring these to event staff while at event.
 - Once you leave we can not resolve the situation
 - If we don't know about it we can't fix it.
 - Large part of airsoft is honor, that includes being honorable and letting event staff know about issues BEFORE you go on social media and make complaints.
 - If you brought situation to event staff attention and they didn't do anything that is one thing.
 - To never bring issue and then complain is another.



PRAISE IN PUBLIC PUNISH IN PRIVATE!

If issues arise that require MSATO staff to talk to players it is not always done in public to try and humiliate someone. More often then not we will take them aside and have the discussion and make appropriate decision.

If multiple players are involved and argument as occurred between sides, players are separated and both sides are given chance to give their side before any decision is made by event staff.

Below is MSATO's long standing policy:

- MSATO did handle complaints that were made at previous events but this was not well known to all the other players not involved during the event.
- Commanding Officers are always informed of issues that have occurred with players on their team.
- We are posting the info on the boards so all players know the rules and how issues will be handled.

➤ **Issues with players not calling their hits and how it is being handled:**

OC sees a squad or player breaking rules

1st Offense: OC talks to SL/ Player. They radio Squad or Individual info to TOC

2nd time: OC calls in Squad info to Event Staff

- Event staff notifies CO 1SG about Squad
- Event staff marks squad number on the board as given warning

3rd times: Entire Squad sent back to TOC for rules class, all the squad will have to sign off on rules form

- Training held at event staff's convenience
- Cool down period. (Rest, eat, drink)

Event Staff option to remove specific player or group at anytime especially and does not have to follow steps 1-3. Steps can be skipped at Event Organizers option

If physical fighting takes place players immediately removed.

➤ If Event staff or OC receives a complaint but did not see the violation

1. OC or Staff will pass the info back to the Event TOC
2. Platoon Leader /OC for both the reporting group and the questionable group will be notified to watch the action closer with that squad or individual
3. PL /OC can request event staff to monitor that squad or individual.
4. If this squad or individual(s) have already been reported OC / Staff have option to pull them and send them back to TOC
5. Entire Squad sent back to TOC for rules class, all the squad will have to sign off on rules form



- o Training held at event staff's convenience
- o Cool down period
- Event Staff option to remove specific player or group. MSATO has made the decision that after reviewing the film footage from Op Pine Plains IV and Op Climb to Glory that if certain individuals sign up for MSATO events they will be notified this is not the event for them.
 1. The determination is made based on the video footage that MSATO has of individuals we could identify being hit by BB's and not calling their hits.
 2. This is a game of honor and we will not go by hearsay, we need proof. If you have video proof of players being hit by BBs and not calling their hits please feel free to contact Crossfire@msato.org. Video must be sent that clearly shows the player and the BB hits.
 3. MSATO has received complaints about certain players but does not have actual film footage or staff eye witness to the accounts provided.
 - We are doing our best to provide a good experience for everyone that attends our events.
 - MSATO still takes all complaints seriously and if these individuals sign up they will be informed about the complaints from previous events and informed they are allowed on probation status.
 - Their Platoon Leader who is also an Observer Controller (OC) will be notified they have these players under their command and asked to watch their game play.

MSATO will have staff in the game

- CO and XO have Event staff authority
- Event Staff members will be in the game as players.
- They will have an ID card that identifies them as Event Staff.
- They can make decisions on site to send players back to the TOC (see above).

Military Simulation with Airsoft is a game of honor. Everyone needs to play by the rules for this to work. We are posting the info about how things will be handled and letting players know there will be more eyes in the field. We will handle all complaints in a professional manner and our hope is that most players will not know because we do not want to effect the military experience of everyone else because of a few.

If you have questions please use the Contact Us page or contact Crossfire@msato.org directly.

***ADDENDUMS CAN BE ADDED TO OP RULES as MSATO Staff deems necessary.
It is Players responsibility to check website BEFORE attending OP.
Version number will change and new dated posted.***



Changes to rules will be high lighted

OP CRYPT II: RESIDENT EVIL FAQ:

WAIVERS REQUIRED by everyone who is on property
Either print and bring with you to turn in at sign in or
Sign, scan and email back before 5pm on Weds Nov 4, 2015 to crossfire@msato.org

Q: Is this a Zombie type Game?

A: NO, there are 2 teams (Coalition & Mercenary) plus role players who work for the Pharmaceutical Company. The theme of the OP is based off 2 things, there was a SciFi style movie filmed on this site earlier this year and this facility was owned by a major a Pharmaceutical company before shutting down.

Q: When does Registration Open on site?

A: 0800 (8:00am) Saturday morning

Q: Can we go on site and do walk through Friday?

A: NO

Q: Where are teams Respawns:

A: Coalition (Tan) is starting outside compound. Respawn is warehouse.
Mercenary Forces (Freedom Fighters/ Green) Building 15 basement.

Q: Can we leave stuff at our respawns?

A: Yes

Q: What time does this start and end?



A: For all intensive purposes this is a 24+hour OP. Once onsite plan to stay there. Saturday morning is to get team organized. Once organized it will make OP run better. Most of you have not met or worked together before. Once we start this keeps going. You should bring sleeping bag, air mattress if you want, you can sleep in your car or grab a spot at your respawn or sack out in the office building during the PAUSEX.

A: Registration 8-9:30a Saturday.
MUST be at team meetings 10-11:30. This is when you get organized into your squads and have time to work with commanders and other squads. Leadership radios checked. Communication checked, etc.. THIS IS VERY IMPORTANT for the OP to work for the weekend.

A: Op ends at 1pm on Sunday

Q: Where do we sleep Sat night/ Sun AM 2-6a?

A: Sleep in Car, sleep at respawn, sleep in office building.

Q: Can we go outside Fence during OP?

A: YES, but limited areas based on neighbors..i.e 50'

Coalition starts outside and must breach fence to enter compound and start raid against the Mercenary Force hired to set up a Cryogenic Lab by Rogue Pharmaceutical Company.

Mercenary Forces/ FF, can not block Coalition exit into parking lot.

NO FIGHTING in or Around cars in parking lot.

NO Shooting through fence when you are in parking lot area because people inside fence can not return fire.

Q: Are grenades allowed?

A: Yes we are allowing Pea Grenades and even the TAGGIN grenades now for this OP including the 40mm style.

A: Grenade means a BB, Pea must hit you.

A: Distraction devices are noise makers and do not count as a kill radius device, they are just to distract.

Please send additional questions and we will deal with them at formation or with the team leaders who will pass down the info to players.



REMEMBER TO DRINK AND STAY HYDRATED!!! Even though temperatures will be cooler you will still be sweating running around in all that gear.