



# MILSIM WEST TACSOP

VERSION 3.4

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## **DISTRIBUTION RESTRICTION:**

Approved for public release;  
distribution is unlimited.

**HEADQUARTERS  
MILSIM WEST**

**The goal of this TACSOP is to provide current and future participants with a collection of rules and approved best practices. This guide is based on proven tactics, techniques, and procedures. MilSim West reserves the right to change any of these rules and communicate them to our participants prior to or during the event to ensure the high quality and safety of our event is maintained.**

# STANDING ROE CARD

- Treat all event participants with respect and dignity. Our events are designed around providing you with a fun experience. There is no win or lose and there for no need to get competitive.
- Minimum engagement distances are:
  - Rifleman & Grenadier - None
  - MMGs – 50ft
  - DMR/Sniper – 100ft
  - Blank-Fire – 20ft for 180 degrees from the muzzle
- Blank Fire is not authorized inside of buildings and structures. You must transition to an airsoft replica to engage the enemy inside. Safety fan for blank fire is 20 feet 180 degrees from the muzzle.
- Use of commercially produced smoke grenades, pea grenades, TAGs Grenades, and flash grenades are authorized for participant use based on fire safety conditions at the venue on the day of the event.
- Smoke grenades are not authorized for use inside buildings and structures.
- Participants are not authorized to bring or use any kind of pyrotechnics not classified as 1.4C for gaming use . Examples of authorized brands are Enola Gaye and TLSFX.
- Homemade pyrotechnics are not authorized.
- If an EMERGENCY (this replaces 'cease fire') is called then participants must echo the command.
- **EYEPRO will remain on at all times. No exceptions! This means even while you sleep.**



# SOME NON-NEGOTIABLES

## GOLDEN RULE:

- Whenever in doubt about how to act or behave in any situation not specifically mentioned within this TACSOP, always use your best judgment to keep within the spirit of the event. Don't "game" the event, go with the flow and enjoy the experience.
- Disrespect of the staff or other participants will not be tolerated. Participants found cheating or disrespecting the staff and other participants will be ejected from the event without a refund.
- Participants who attempt to steal, cause bodily harm, or break any other laws will be handed over to local law enforcement officials.

## LOST AND FOUND:

- If you come across any items that were obviously dropped by another participant please pick it up and turn it in to your assigned Cadre so it may be returned to its rightful owner. MilSim West is not responsible for items left on the field after Cadre clear the site.

## AGE RESTRICTIONS

- We allow participants as young as 13 at our events. All participants under the age of 18 must have their waiver signed by their parent and notarized by a notary public. Additionally, participants ages 13-15 must be accompanied by a parent or legal guardian that is registered to play at our events as well. Note that while we allow minors to attend, our events are designed for a mature audience and require a level of self-control and respect not typically found in minors. Please consider this before signing up or registering minors as it can negatively affect your experience and the experience of those around you.

## ALCOHOL & DRUGS:

- MSW events are alcohol and drug free. We know it's fun to party, but we have minors and firearms present. Regardless of any state laws regarding drug use, all narcotic and hallucinogenic drugs are banned.

## LEAVING THE EVENT:

- MSW events are about full immersion and a controlled supply chain. To ensure this concept is not compromised a participant who goes to their car after they have in processed must have their gear inspected again. Any participant retrieving something from their car and returning will be escorted by white cell. A participant who goes to their car to sleep, pick up additional items or for any other reason is out of the game and will not be allowed to return.





# EYEPRO

## EYEPRO

- **Eye protection must be worn at all times. No exceptions!**  
**This means even while you sleep.** MSW will not be responsible for injuries caused by participants who take their eyepro off during the event.
- Eye protection needs to meet ANSI Z87.1-1989 standards and must fully cover your eye sockets from all angles of impact. MSW will inspect all eyepro at check-in for adherence to this standard. If your eyepro is “on the border” of this standard then we will err on the side of caution and disapprove them. Ensure you have a backup that you know will 100% pass inspection. Steel mesh lenses are permitted. While not required, a mesh or other type lower face mask, a balaclava, bandana or mouth guard is suggested for protecting against dental injuries.

# HEARING PROTECTION

- Hearing protection should be worn at all times. You could be subject to noises in excess of 120 dbs at any time during an event. This includes but is not limited to: blank firing firearms, commercial 1.4 C pyro (such as Enola Gaye products.) MSW will not be responsible for injuries caused by participants who choose not to use hearing protection during the event.
- Any military style hearing protection is appropriate however foam earplugs work just fine.



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**SECTION 1**  
**Uniform & Equipment**  
**Standards**

# UNIFORM REQUIREMENTS

- Approved camouflage patterns:
  - NATO: Original Multicam only. **No Arid, Tropic, Snow, Black, etc, no black headgear. Don't ask!**
  - RUSFOR: Any current/former use Russian camouflage pattern. No camogrom (multicam) uniforms or headgear If in doubt ask MSW.
  - MILITIA: Woodland (US M81), Green (color of the actual uniform), or any RUSFOR camouflage. \*No Tiger Stripe, Rhodesian Bush-stroke, Night Desert Camo, etc. This list is not exclusive, if it is not solid green, US Woodland, or a RUSFOR camouflage you can not wear it.
- Approved load bearing gear, plate carriers, chest rigs, etc. camouflage pattern:
  - NATO: MC (following rules above), RG, OD, Tan, CB, or color matching your approved alternative camouflage. **No black gear!**
  - RUSFOR: Any current or former Russian load bearing equipment.
  - MILITIA: Any chest rig/LBE is ok. Only non-NATO styled body armor/carriers are acceptable.
  - Rucks are exempt from this rule. Use what you have as long as it's not a bright civilian color.
- Approved Cold/Wet Weather gear colors and patterns:
  - NATO: Approved camouflage pattern, tan, alpha gray (PCU).
  - RUSFOR: Approved camouflage only or woodland camouflage..
  - MILITIA: Approved camouflage pattern, ranger green, black, and OD green.
- All uniforms must consist of matching tops and bottoms in the approved camouflage for your faction. The only exception is the MILITIA (Regional Forces or MILITIA) who may mix and match their approved camouflage patterns.
- If you wish to wear another type camouflage pattern or uniform to our event you must fill a squad of 9 and then contact the MSW Staff via a Facebook PM from the MSW homepage and ask for permission first. Showing up the day of the event in an unauthorized camouflage pattern will only result in you being turned away without a refund.
- Due to the extreme nature of our events and AOs we highly participants invest in either military style boots or commercial off the shelf equivalents by Danner, Asolo, Salomon, Merrell, etc. Tennis shoes, dress shoes, etc. are highly discouraged as they do not protect your feet from the elements or provide the stability needed to endure long foot movements over varied terrain while carrying all your mission essential equipment. Proper care of your feet can make or break your experience, and the experience of those around you.
- Army of One, Two, Three, Four, etc. or any other style full face masks are unauthorized. Paintball masks are not authorized



# PACKING LIST

## On Your Person:

- Uniform – correct camouflage pattern for registration faction**
  - Top**
  - T-shirt**
  - Trousers w/belt**
  - Underwear
  - Patrol Cap
  - Boots**
  - Radio (for leadership)**
  - Socks**
- Picture ID and Printed Orders (Kept on you at all times)**
- Medical card in left breast or shoulder pocket w/**
  - Name, allergies, major medical conditions, current medications taken, and emergency contact info**
- Note pad and pen/pencil**
- Cash for incidentals
- Wristwatch - in order to keep accurate track of time and OP schedule**
- Load Bearing Equipment (Plate carrier, Chest Rig, Belt Rig, Etc.)
  - Magazine Pouches
  - Admin Pouch
  - GPS and/or compass w/protractor (**Required for PL, PSG, SL, and TLs**)
  - MSW Tourniquet rubber banded to your kit – for medical rules**
  - Radio - FRS/GMRS (**required for leadership**)
  - 2L of water (or carried in assault pack)**
  - Chemlights
  - Flashlight/head lamp. Must have red lens/light mode available to maintain light discipline during night operations
- Primary Replica - correct for the faction you signed up for – see REPLICA RESTRICTIONS for details**
  - Magazines
  - Batteries/gas
  - Charger
  - Speed loader
  - Sling
- Secondary replica
  - Holster
  - Magazines
  - Gas
- Helmet (Strongly recommended)
- Gloves
- Mouth guard
- Hearing Protection
- Eye protection – MUST BE WORN ON THE FIELD AT ALL TIMES. Eye protection needs to meet ANSI Z87.1-1989 standards. See more details [here](#).**

Note: Items in **RED BOLD ITALICS** are required at a minimum. You will be inspected before being allowed into the event.

## Assault Pack:

- Spare Chemlights
- 1x MRE
- Spare Radio/AEG/Flashlight/GPS/NVG/Camera/Optic batteries
- Spare gas for GBB replica
- Emergency Cold/Wet Weather gear
- 1x set of spare socks
- 1x t-shirt
- 10ft of 550 cord
- Small roll of duct tape

## Rucksack:

- Wet weather bag
- Sleeping bag**
- Sleeping pad
- Poncho – for shelter/wet weather/camouflage
- Enough food and water for two days of operations**
- Cold/Wet Weather Gear**
- Spare uniform/impression for the unit you signed up for or at a minimum a dry set of extra clothes stored in a waterproof bag or garbage pack for safety reasons
- 3x pairs of socks**
- Extra underwear and t-shirts as needed
- Stove
- Eating Utensils
- Personal Hygiene Kit
  - Towel
  - Washcloth
  - Toothbrush
  - Toothpaste
  - Deodorant
  - Hand-soap
  - Personal items/medications
- Replica repair kit/spare parts
- E-Tool or shovel
- Two (2) Large heavy-duty garbage bag to haul out your trash, whatever you pack in you need to pack out**

No military camps when they go to the field, so neither does MSW. We bivouac. Therefore please make every effort to ensure your bivouac equipment is either military in nature or comes in military type colors. Let's be honest, a patrol base with a bunch of orange, red, and blue tents doesn't look like a patrol base and distracts from the feel of the event. Please don't read this as MSW requiring you to go out and spend a lot of money. Partnering with others who have this gear or simply buying a brown tarp from the local hardware store is a great way to accomplish this with little to no output from your wallet.



# SECTION 2

## Weapons Rules

# CLEARING PROCEDURES

## **GBB:**

1. Point the replica in a safe direction.
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. With the replica pointing in a safe direction, pull the bolt to the rear; remove any chambered BB.
5. Ride the bolt forward.
6. Place the replica on FIRE.
7. Pull the trigger.
8. Pull the bolt to the rear and lock it into place.
9. Look into the chamber to ensure that it is empty.
10. Ride the bolt forward.
11. Re-cock the replica and place it on SAFE.

## **AEG:**

1. Point the replica in a safe direction
2. Place the safety lever in SAFE position.
3. Remove the magazine from the replica.
4. Place the replica on FIRE.
5. With the replica pointing in a safe direction pull the trigger five times to clear any remaining rounds out of the chamber.
6. Place the replica on SAFE.
7. Disconnect the battery.

## **Blank adapted firearm**

1. Point in safe direction, with safety on.
2. Remove magazine
3. Pull / lock the bolt if applicable to the weapon system to the rear and inspect the chamber and magazine well.

**NOTE: Do not carry your weapon on anything but safe – you will transition only when prepared to fire.**





# REPLICA RESTRICTIONS

## WEAPON RESTRICTIONS:

- Participants who attend MSW events are **required** to carry a weapon that is appropriate for the faction they will be attending as - so US/NATO participants use US weapons, RUSFOR participants use Russian/Soviet weapons and MILITIA participants may use any weapon they choose.
- LMG = Light Machine Gun (M249, MK46, RPK, no stoners, belt fed AR platform, or other experimental nonmilitary issued LMGs).
- MMG = Medium Machine Gun (M240B, M60 variants, MK48, PKM) and have a minimum engagement distance of 50 FEET! \*This rule is regardless of what the actual weapon chronos at.
- USFOR: M16 Variant, SCAR variants, M4 variants, SIG MCX / SPEAR Variants, M249 variants (LMG), M240 variants (MMG), M40, SR25, M14 variants, M60 (MMG), MK46 (LMG), or MK48 (MMG). No MP5 / MP7 Variants or any SMGs are authorized for NATO
- RUSFOR: AK variants, SVD variants, PKP/M (MMG) variants, RPK (LMG) variants, VAL/SR3M variants, and Vityaz variants.
- MILITIA (Regional Forces): Any replica is allowed. \*Only one attachment is allowed if the participant decides to register as militia. For example, if you have an AK variant with an optic and PEQ, either the optic or PEQ MUST come off the weapon. This includes Tracers / suppressors.
- Squads are limited to 2x LMG or 1x LMG and 1x MMG. Squads are also only authorized 2x Grenadiers. This is to faithfully recreate the infantry squad organic structure and to ensure there aren't too many LMG/MMGs hosing down the AO.
- Fake Knives are not authorized in our events. Please leave them at home.

## LASERS:

- Lasers MUST be eye safe and not aimed at heads. Participants need to try their best and aim lasers center mass on the human body in a momentary function. There is no need to keep an active laser on permanently. In the event of signaling, the user is authorized to designate targets in a circular or moving motion. For example, identifying a target on the objective and / or shifting fires as another element moves into the "Killzone"

## MAGAZINE RESTRICTIONS:

- Box/drum magazines are restricted to use by LMG/MMG Gunners. Any LMG/MMG class weapon must be a faithful recreation of a real-world counterpart. Mid-caps, standard magazines and lo-capacity magazines are the only magazines allowed for non-LMG/MMG class weapons. \*Special Notes: In the case of the M27 IAR or RPK16, the user is NOT authorized to use any drum / winding magazine of any kind. In regard to the RPK-74, the user is authorized to use a drum mag with a full-length factory barrel.
- This is meant to keep the playing field level and place importance on the proper emplacement, fire control measures, and use of LMG/MMGs.



# FPS/MAGAZINE/AMMO RESTRICTIONS

## FPS LIMITS:

The following FPS limits are in effect:

### Pistols, Shotguns, GBBR, AEGs & LMGs: 1.5 Joules

6mm: 366fps w/0.25g

8mm: 310fps w/0.34g, 300fps w/0.36g

### MMGs (Note this is for M240B, M60 variants, MK48 and PKMs only!): 2.09 Joules (Minimum engagement distance 50ft)

6mm: 425fps w/0.25g

### DMR/Sniper Rifles: 2.8 Joules (Minimum engagement distance 100ft and semi-auto only)

6mm: 550fps w/0.20g, 490fps w/0.25g

8mm: 420fps w/0.34g, 410fps w/0.36g

## AMMO (BB) RESTRICTIONS:

- To level the playing field and enforce the importance of LMG/MMG weapon systems, participants will be issued their initial supply of BB's for the event during check-in and will be resupplied during the course of the event as needed or based on your faction's current supply chain capacity. How you use those BBs and cross load them among your squad is up to your leadership. Extra allotments will not be given for those bringing grenades or filling Grenadier roles.
- Ammo Loads:
  - Riflemen, Grenadiers, SDMs, and Snipers – 500rnds
  - Auto Riflemen (LMGs) – 1500rnds
  - Machine Gunners (MMGs) – 3000rnds
- Fire control measures and resource accountability and managements are part of a leader's responsibility. Ensure both you and your subordinates are aware of your ammo levels at all times.



# LMG/MMG/GRENADIER

## LMG/MMG CLASS WEAPONS:

- 9 man rifle squads are limited to 2x LMG or 1x LMG and 1x MMG class weapons each.
- In addition to a flexible number of rifle squads in a platoon, the platoon leader and platoon sergeant may convert one squad to be a weapons squad. This squad must also adhere to the general rules on grenadiers and DMRs, but may have three MMGs assigned to it.
- It's a good practice to take over control of a LMG/MMG when the gunner gets hit. The LMG/MMG is the platoon's greatest casualty producing weapon system and therefore it's constant manning is highly encouraged. Once the LMG/MMG gunner is either "treated" or "healed" allow them to take back over operation of the weapon system.
- **MMGs have a minimum engagement distance of 50 FEET regardless of Chrono!**

## GRENADIER/HEAVY WEAPON CLASS WEAPONS:

- 9 man squads are limited to 2 Grenadier class type weapons each.
- If a designated Grenadier participant gets hit, his/her teammates MAY use those weapons while the "wounded" participant is awaiting to be "treated." Always be sure to ask for consent before using any equipment that isn't your own.



# DMR/SNIPER

## DESIGNATED MARKSMAN RIFLES (DMR)

- SR25, M110, MK12 SPR, Scar-H, M14 Variants, SVD variants, VSS etc. may be modified for DMR use as long as:
  - They are capable of firing **semi-only**. Full Auto must be permanently disabled.
  - DMR FPS limits are followed – 550FPS max with a .20g
  - **The minimum engagement distance is 100ft**
  - There is only 1 DMR per SQD/9 man element
- Bolt action rifles are not authorized for use as DMR platforms. Therefore bolt action guns are considered sniper weapons and must follow the sniper rules below.

## SNIPERS/SNIPER RIFLES:

- Sniper rifles must either be bolt action or permanently fixed semi-automatic guns (unable to fire automatic at any time without complete disassembly).
- Sniper rifles can use any type of propellant (spring, electric or gas), but they must shoot at or under the specified FPS limits for Snipers.
- **All snipers must adhere to a 100' minimum engagement distance.**
- Snipers may carry a secondary weapon with them in order to engage targets closer than 100'. The secondary may only be a pistol. It CANNOT be a full sized AEG, LMG/MMG, Grenadier, or Heavy Weapon class type weapon. The spotter may carry an approved full sized AEG/GBB that is a rifle. No LMGs, MMGs, or grenadier replicas.
- We ask anyone playing the sniper role to please refrain from taking head-shots whenever possible.
- **Sniper teams are limited to two per faction and must come complete as a team – Sniper and Spotter. These positions are filled at the discretion of the Cadre Faction Commander.**
- **Be advised there are no sniper positions for squads and platoons.** By volunteering to be a sniper team you become a command asset and can be tasked for any mission.
- **Please message your faction Commander (cadre) after you have purchased tickets to inquire about sniper positions for a particular event.**



# HAND GRENADES

- Hand Grenades for MSW events are restricted to “live action” type grenades like Tornado™, TAGs Hand Grenades, TLSFX or Enola Gaye grenades that create fragments when they detonate. Inert replica grenades (like those made of rubber) are not permitted. **Tennis balls are a definite no-go!**
- Thunder B’s or other flash bang simulators are considered flashbangs only as they do not have projectiles. Special Note\* Event specific venues - sometimes Thunder B’s will count as live action grenades due to fire hazard
- When throwing a hand grenade yell “**FRAG OUT**” so participants can keep a look out for incoming grenades.
- Hand grenades have a “kill” radius of 15’ from where the grenade detonates. **Everyone within 15 feet of the point of impact not protected by hard cover is “wounded”.** If a grenade detonates in a room, hallway or rooftop everyone in that room, hallway or rooftop is considered hit and “wounded”. **This rule does not apply to rooms, hallways or roofs in excess of 1000’ sq feet.**
- If you are using one of these types of grenades, you must arm it according to manufacturers' instructions and then toss it. **If the grenade fails to detonate, it is considered a “dud” and has no effect on opposing participants.**
- Players behind no cover when a hand grenade goes off within the kill radius are considered “wounded” and must follow “healing” procedures.
- Participants behind soft cover (Bushes, Shrubs, Grass, and Small Trees) are “wounded” and must follow “healing” procedures.
- Participants behind solid cover (rocks, hills, bunkers, vehicles and trees much larger than their body) with the cover between them and the hand grenade detonation place are considered alive.
- If a hand grenade is thrown, hits an object, bounces back, lands and detonates near the thrower, they along with everyone in the 15’ radius are “hit”.
- You may kick a grenade out of the way before it goes off or pick it up and throw it back. However, this is not Act of Valor. You may not dive on the grenade to save your buddies.



# ROCKETS & 40mm GRENADES

## Rockets:

- Acceptable rockets are the TAGIN rounds, Chalk or pyro detonating.
- Rockets must be fired from RPG, LAW, and AT4 type replicas.
- Home-made rocket launchers are usually permissible with approval of the MSW Staff however, they must look like a reasonable copy of an actual launcher. Bring your home-made launchers to the AO the day of the event to demonstrate your launcher for approval. When in doubt, paint it OD green.

## 40mm Grenades:

- Acceptable 40mm grenades are TAGs 40mm Grenades pyro or chalk or any 40mm airsoft BB shower grenade.
- 40mm grenades may be fired from M79, M203, GP30, MGL and M320 type grenade launchers.

## Generals rules for both Rockets and 40mm Grenades:

- Rockets & 40mm Grenades must be lobbed and **should never be fired straight at participants or other targets.**
- **Rockets & 40mm Grenades have a “kill” radius of 20’ from the point of impact. If detonated in a room or hallway every participant in that room or hallway is considered hit and “wounded”.**
- Participants behind no cover or soft cover (Bushes, Shrubs, Grass, and Small Trees) are “wounded” and must follow “healing” procedures.
- Participants behind solid cover (rocks, hills, bunkers, vehicles and trees much larger than their body) with the cover between them and the point of impact of the rocket are considered alive.
- Vehicles may be taken out by rockets or 40mm grenades (excluding BB showers) only. 1 rocket or 40mm grenade equals a kill on the vehicle, the driver, and the TC. All passengers are considered wounded and must follow “Wounded” rules. (Chalk rounds work the same as pyro rounds on vehicles)





# BLANK FIRE

- In order to enhance the immersion of MSW events, blank firing weapons will be utilized by event staff and **staff pre-approved participants only** who:
  - Have No Felony Criminal Convictions
  - Are 21 years or older
  - Must have BFA (No Bolt Action Rifles, no shotguns, no unobstructed bores)
  - Submit to a magazine and ammo inspection at any time
  - Demonstrate ability to field strip, reassemble and perform a functions check on the firearm.
  - State the four rules of firearms safety for memory.
  - Demonstrate the safe firing of the firearm while displaying awareness of the 20ft 180 degree safety fan to inspecting cadre.
  - The participant must be in control of the weapon at all times. \*There can be absolutely no blind fire or using the weapon in any unsafe manner.
- **Minimum engagement distance is 20ft with a safety fan of 180 degrees from the muzzle.** Participants using blank fire weapons must use typical blank fire safety measures and know the potential dangers inherent with their use. Only participants with that knowledge and skills may use a blank fire weapon.
- **Blank-Fire weapons will not be used inside any buildings. Participants with blank-fire weapons must remain outside or switch to an airsoft replica.**
- To request authorization to bring your real weapon to the event for blank-fire purposes you must request permission from the MSW Staff via our FB Page at least 1 week prior to the start of the event. Please do not show up with your weapon and expect us to give your permission on the spot. No matter who you are, you will be denied.
- Blank firing weapons will be inspected and cleared prior to and after the mission.
- No live ammo of any type is to be present at MSW events. Proper gas limiters and blank fire muzzle dampeners must be used.
- The role of blank fire at a MSW event is to provide atmosphere, **calling a hit from a blank fire weapon is NOT mandatory and is merely courtesy.**



# BLANK FIRE

- In addition to providing atmosphere and ambience, blank-fire is also designed to stretch engagement ranges to a more realistic distance in open territory. It forces a unit to select covered and tactically sound approaches even when well beyond airsoft ranges.
- If caught in the open and receiving fire from a blank fire weapon the team or participant receiving the fire should react as if it were real. It is incumbent on the participants' knowledge and sense for what those effects might be to prompt them to volunteer a sufficient response. Unlike actual direct fire from an airsoft weapon, the receiving group has no way of determining precisely who the fire was aimed at or which participants would be the unlucky and who might be the "providentially blessed" so it is left to the participants to decide who will extend the courtesy of being "wounded."
- Failure to at least react to incoming blank fire by taking cover and selecting more concealed and tactical actions is a clear violation of the spirit of honoring that incoming fire.
- MSW does not supply participants will blank ammunition. Participants requesting to bring blank-fire weapons to enhance the experience are required to bring their own blank ammunition.





# BLANK FIRE WEAPONS : PRE EVENT SAFETY INSPECTION

The pre event inspection is performed by a designated MSW Cadre member at each factions in processing site. The designated blank fire safety cadre will validate the players in process checklist for the blank fire station when they have completed the following steps:

1. Submit to a magazine and ammo check with magazines empty and all ammunition in its original packaging as purchased or in clear plastic bags if the original packaging was discarded.
2. State the four rules of firearms safety from memory as follows: *All **guns** are always loaded. Never let the muzzle cross anything you are not willing to shoot. Keep your finger off the trigger until you are on target and ready to fire. Be sure of your target and beyond.*
3. Field strip the rifle, reassemble it and perform a functions check.
4. Demonstrate understanding of the 20 foot, 180 degree safety zone extending from the muzzle, while performing a test fire. The Cadre will present the blank user with three scenarios involving targets at various ranges and the cadre member standing in various positions around the shooter. Shooters must only engage target outside of the 20 foot distance and never engage with cadre standing in their safety fan. Weapons firing blanks must pass this station with two shots per target and no malfunctions. In the event of malfunctions it is at the cadres discretion to allow the shooter time to adjust the weapon and try again or simply not allow a malfunctioning weapon in to the event.



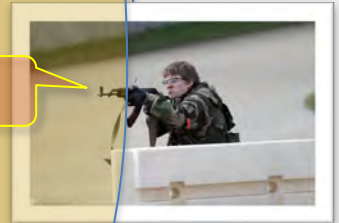
# BLANK FIRE SAFETY: SAFETY FAN

The term safety fan refers to an abstract set of lines with a circular base extending forward from the muzzle in a misshapen dome. Blank fire users are prohibited from firing with any participant within this safety fan.

The illustration demonstrates the need for blank fire shooters to be aware of their entire surroundings and not get tunnel vision while shooting.

This illustration demonstrates proper reactions to blank fire. Although it is not required to call a hit from Blank fire it is unsportsmanlike to not react at all. A good participant will take a hit if felt they were caught dead to rights by a prepared shooter. The best players encourage those around them to play in the spirit of the game.

PEW BLAP POW



Ok reacts



Ok calls hit

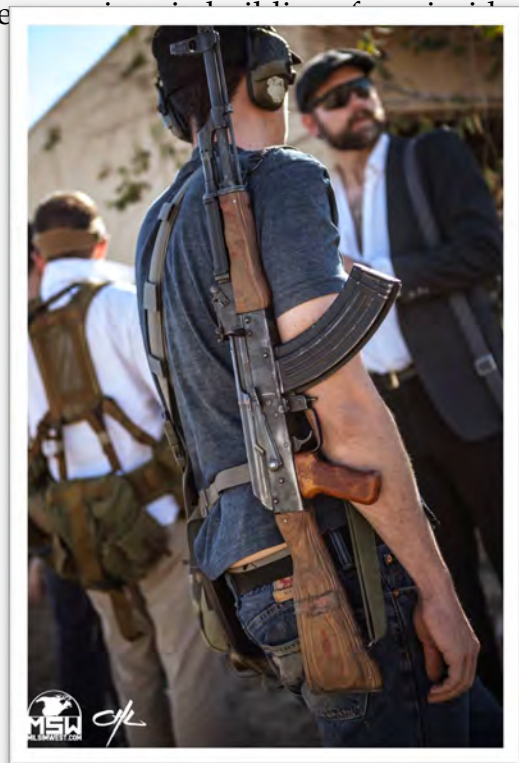
Ok guys get down



# BLANK FIRE: SAFETY

Using firearms for blank fire at MSW venues is a great privilege and a unique feature of MSW events. Cadre may at any time revoke a participant's blank fire status for an observed safety violation. This means on the spot at the event, or after the event observed in media. Because of the danger posed by blank fire at close range blank fire shooters must not do any of the following:

- Flagging: Muzzle pointed at others within the 20 foot 180 degree safety fan, typically happens while holding the rifle slung. It is the shooters responsibility to be conscious of where their weapons muzzle is and where it is pointed at all times.
- Shooting with participants within the 20 foot 180 degree safety fan. Happens when the shooter is unaware of who is to their front and sides because of cover, concealment or poor situational awareness. Participants laying on the ground pretending to be dead are still participants.
- Shooting from inside a building.
- Shooting at windows, doors, murder holes or any other opening within the 20 foot 180 degree safety fan.
- Shooting at participants inside safety fan.
- Blind firing
- Shooting with participants inside the safety fan.
- Firing after a cease fire has been called.
- One handed shooting of rifles.
- Trying to call participants as hit.
- Sparging out about how many participants you hit.
- Hip firing.
- Shouting allah ackbar before shooting.
- Expressing radical political ideologies
- Allowing any other participant to use your firearm.



Civilian participant with his blank adapted AKM slung with safety on demonstrating good muzzle control

# SECTION 3

## Medical Rules

# HITS & CALLING YOUR HITS

## SURRENDER

- **Please note that we DO NOT use “surrender” at our events!** Calling out “surrender” implies an opposing participant has an option (comply/escape).

## HITS:

- All BB hits to any part of your body and any gear/equipment secured to your person count as a hit whether it's a ricochet or direct hit. **Weapon hits do not count.**
- **Blind fire is not authorized and strictly prohibited at MSW events.**
- Friendly fire counts! Check your targets!
- If two participants fire simultaneously and both are hit, BOTH participants are out.

## CALLING YOUR HITS:

- Airsoft is a hobby of integrity. Call you own hits. **Never call opposing participants hits.**
- When you are hit immediately fall to the ground and simulate being shot for real – the louder the better. Often it is difficult to hear participants over the noise of firing AEG's and/or through brush even at short distances, so do your best to let opposing participants know you have been hit otherwise they may continue to inadvertently fire at you. **BE AS LOUD AS YOU CAN.**
- While waiting in place, please **do not reload magazines and/or grenade shells, test-fire your weapon or anything else other than calling for a medic\*** - reloading sounds and “test-firing” cause a distraction for live participants in the area who may inadvertently believe you are still in-event and therefore shoot at you.
- **Never seek a medic towards an objective.** Direction should always be both away from your given objective and away from the action.





# BEING “WOUNDED”

- You are required to carry your issued MilSim West Milsim Tourniquet (MSWTQ) on your person at all times. MSW provides one MSWTQ for use during the event as part of your event registration fee. Do not lose your MSWTQ during the event. There are no replacements. If you lose it, your battle buddy will need to use his on you, or you will just bleed out.
- **You may never self heal or assist your buddy in aiding you. Do not hand your MSWTQ to your buddy.**
- Your tourniquet may not be combat prepared. THAT MEANS IT CANNOT BE THREADED THROUGH THE PLASTIC TRI-GLIDE. That is for your buddy to do while he is rendering aid. The reason for this is to slow down the buddy aid process and add to the realism.
- MSW events employ rules that allow you to be brought back into the fight by a buddy to simulate real world buddy aid through the use of the supplied MSWTQ. When you are hit, follow the “Calling Your Hits” procedure. A buddy may come over to you and use your MSWTQ to treat your wounds. He may also use his own MSWTQ, but then when he gets hit what will he use?

- If you are “wounded” and treated by your buddy or the Platoon Medic, (within the first 5 minutes) you considered “wounded,” but may continuing fighting.

- When “wounded” you may disclose any enemy activity/positions, INTEL, etc., that you witnessed during your “wounded” time or any time prior to that.

- If a buddy or a Platoon Medic does not reach you in the first 5 minutes after you are hit, you will “bleed out” and are now considered “killed” and therefor are “dead”. At this point please follow the being “KILLED” makes you “DEAD” rules.



# BODY ARMOR and BALLISTIC HELMETS

- Body armor is defined as a set of front and back ballistic rifle plates such as ESAPI/SAPI/ or Russian equivalent style plates or a set of front and back training plates in which each plate weighs a minimum of 5lbs. each and are worn in an armor carrier designed to carry such plates.
- Soft armor alone does not qualify as body armor. Side plates do not count towards the required equipment and weight listed above.
- Ballistic helmets are defined as any real ballistic helmet or replica of an existing ballistic helmet. Real or replica helmets designed as or to replicate a bump helmet do not qualify as ballistic helmets at MSW events. If your helmet has vent holes in it, then it is a bump helmet and does not qualify as a ballistic helmet as defined above. This does not mean you can't wear your helmet, just that you will not qualify for the benefit below.
- **MILITIA is authorized Body Armor and Ballistic Helmets only if:**
  - **The body armor is non-NATO styled body armor/carrier.**
  - **The ballistic helmet must be non-NATO style accessories.**
- Participants who are wearing both body armor and a ballistic helmet, as defined above, will now benefit from the ability to carry an additional MilSim West Milsim Tourniquet (MSWTQ). This means the participant will be able to be buddy aided twice before having to be "healed" by the platoon or company medic.
- In order to have your body armor and ballistic helmet qualify for this benefit participants must show up at check-in and have their plates weighed separately from their gear and helmet inspected by MSW staff or designated cadre.
- **Participants must purchase a second MilSim West Milsim Tourniquet prior to the event or may use one they received at a previous MSW event. MilSim West only provides the player's first tourniquet as part of the participant's registration fee.**
- This system is scalable - if the participant does not want to wear the plates or helmet they do not have to, but they lose the extra "protection" that the body armor and ballistic helmet provide. For participants to be able to use the second tourniquet **they must be wearing both their approved body armor and ballistic helmet at the time they were hit, otherwise they must revert to the standard medic rules.**



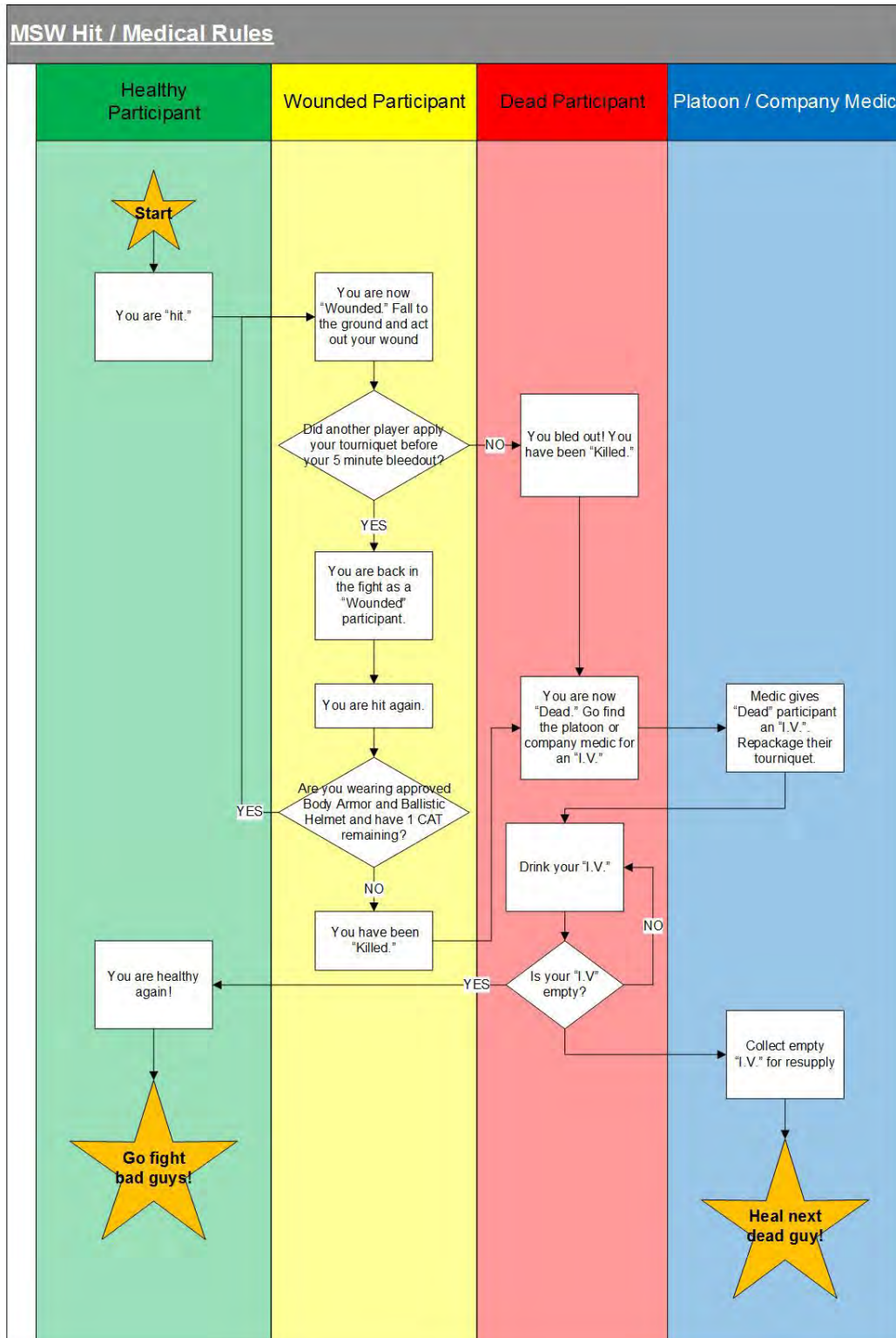
# BEING “KILLED” MAKES YOU “DEAD.”

- When you have been previously “wounded” and are hit again (i.e.. Your buddy applied your milsim tourniquet(s) to treat your wounds), you have been “killed” and are considered “dead.” Once “dead” you must find a medic to be “healed.”
- When “wounded” or “killed” you cannot speak, move, or manipulate (\*especially weapon related functions) anything on your person.
- When you are “wounded,” buddy aid is not rendered, and you subsequently “bleed-out” (are not healed in the first 5 minutes), you have been “killed” and are considered “dead.” Once “dead” you must find a medic to be “healed.”
- One participant per platoon (PLT MEDIC) and one participant per squad SFR (SQUAD FIRST RESPONDER) are designated as medics. Platoon medics may carry up to 30 and SFR medics may carry up to 4 “I.V.s” that they can give to “dead” participants in order to “heal” them and allow the participant to re-enter the event as a fresh replacement. An “I.V.” is a 16oz bottle of water given to the “dead” participant. The “dead” participant is required to drink the entire water bottle before being considered “healed” and re-enter the event.
  - Medics must ensure they collect back the empty water bottle. Re-supply for medical equipment is done on a one for one basis. You turn in one empty water bottle for a full one.
- When “wounded”, Platoon Medics and SFRs can be treated by a buddy following the buddy aid rules under **Being “Healed.”** Platoon Medics and SFRs **CANNOT** self-heal and if “killed” may only be “healed” by another Platoon Medic, SFR or at the company CCP.
- All participants that are “killed” while any of their Platoon Medics or SFRs are unavailable simply head to the Company Casualty Collection Point and re-enter the event after completing the healing process listed above.
- MilSim West Milsim Tourniquets may be used multiple times during the event; however, there will be a limited number of “I.V.s” available during a given mission in order to control the number of regens for a given side.
- While you are “killed” and then “healed” you lose access to/knowledge of any previous INTEL you may have collected.
- When “dead” and moving towards the medic or CCP please hold your weapon over your head and in the air to indicate you are dead.





# HITS & MEDIC RULES FOR DUMMIES



# COMPANY CASUALTY

## COLLECTION POINTS (CCPs)

- For missions where it's necessary or desirable to have participants regen in specific areas, or if Platoon Medics have been "wounded"/"killed", designated Company CCPs may be used. In this situation "dead" participants are required to move/be brought to the CCP in order to regen and re-enter the event.
- A Company CCP is defined as the area marked for friendly identification where IV bottles (16 oz water bottles) are cached.
- Participants go to a Company CCP, it is never brought to them.
- Wounded participants may be carried to a CCP (see "**Carrying Wounded**") in order to be healed any time prior to the 5 min bleed-out time. (This is good to know in case you have lost your bandage.)
- When using CCPs, participants "regen" by drinking a 16 OZ IV and returning the bottle to the case they got it from once finished (no trash and full accountability of supplies)
- CCPs may be attacked and supplies may be stolen. A CCP is simply a cache of IV bottles stored near the location of an objective. If unguarded it is extremely vulnerable to the enemy.



# CARRYING WOUNDED

## Carrying “Wounded”

- During a given mission it may be necessary to carry a “wounded” soldier to a casualty collection point in order to complete a mission successfully. The following methods for moving wounded are acceptable:
  - Drag or shoulder carry the “wounded” participant with their consent.
  - Simulate a two person carry with two “healthy” participants placing one hand each on the “wounded” participants shoulders and walking (not running)
  - Simulate a one person carry with a single “healthy” participant putting both hand on both shoulders of the “wounded” participant and walking (not running) with them.
- “Live” participants may hold and fire a weapon and “carry” a person at the same time – 1 participant will need to shoot “lefty” while the other shoots “righty.”
- In the event that one of the participants carrying another participant is hit, the other participant must “drop” the “wounded” participant and wait for another participant to resume the “two man” carry.
- If contact between the participants is broken the “wounded” participant is dropped and must remain in position until other participants carry them away.
- Wounded participants must act as dead weight and may not assist in their own rescue by reaching out, getting up to a knee or similar methods.



# SEARCHING

## Searching

- Searching participants for intel is allowed and highly encouraged. The search procedure may take place while a participant is either “Wounded” or “Dead.” This also includes stopping a “dead” participant while they are walking back to the medic or CCP.
- There are two ways to search someone. First ask the participant if they authorize you to search them. Then:
  1. If they say yes, then they have given you consent to go hands on and check them for intel. Please be respectful of the participant being searched and do not cause physical harm. If at anytime the searched participant asks you to stop then you must immediately stop and proceed to #2 below.
  2. If the participant says no, or asks you to stop after saying yes, then you need to ask them for the specific items you wish to inspect such as, radios, maps, notebook, playbooks, loose ammo, etc. The participant being asked for this information must give it up freely without resistance. The searching participant is then free to take notes or pictures of any items captured. Once complete the searching participant must return all the items to the searched participant.
- At no time may you take any item away from a participant. All intel or searched items must be returned to the searched participant prior to your departure from their immediate surroundings.
- Loose BB ammo can be confiscated by the enemy. (Not blank-fire ammo) If asked for, you must give it up. Loose ammo is defined as any ammo not currently loaded into a magazine or box mag. Ammo in bags or speed loaders is fair game.  
**Ammo loaded in magazines/box mags is off limits!**
- **Under no circumstances will participants be bound, or zip tied!**



**SECTION 4**  
**Vehicle and Special**  
**Equipment Rules**

# VEHICLES

- Participant and Team vehicles are not authorized for use at MSW events unless cleared by the staff prior to arrival at the event. MSW is primarily interested in military vehicles only however special exceptions may be made for “Insurgency” format events. PM the staff on the MSW Facebook page for requests. Ensure you are willing to follow these rules:
  - You must be willing to transport any and all passengers as directed by your faction commander. Your vehicle is not for the sole use of your personal airsoft team. Teamwork is the key to success at MSW events.
  - You must follow the orders of MSW Cadre and staff. This means returning to base when directed or moving to an area of tactical importance to ensure the initiative is seized and exploited. There is zero tolerance for rogue vehicle crews. Poor comms is not an excuse for failing to maintain communication with your leadership. If you have the money to bring a vehicle for airsoft use, then you have the money to invest in a high-quality high wattage radio.
- All vehicle crews must follow the eyepro rules listed on page 7 of this TACSOP.
- All vehicles must have valid registration and insurance (you are liable for and damage caused by your vehicle)
- All drivers must have valid drivers license and insurance
- **Vehicle Kill times on troop trucks is 1 hour.**
- **Vehicle kill times on gun trucks is 2 hours.**
- **All vehicle Drivers and Truck Commanders (TCs) must be at least 21 years of age. No exceptions.**
- All vehicles must observe the posted or event directed speed limit.
- Vehicle headlights must be turned ON for safety considerations at all hours, including at night.
- Any participant not riding in the designated seating area (in the back of a pickup for example, MUST be wearing a helmet. Additionally, there is no riding on the skids (on the side of the vehicle) or with a lowered tailgate of any sort while the vehicle is in motion.
- All vehicles must have a driver and TC at all times. Additionally, no E-bikes or dirt bikes of any kind allowed.
- The TC is accountable for the actions and safety of the driver, the gunner and the passengers. It is the TC’s responsibility to ensure all rules are followed by both the vehicle crew and it’s passengers.
- Troop transports must have a reliable communication method between the cab and the troop bay for safety purposes.





# TAKING OUT VEHICLES

- A vehicle may be destroyed by shooting a rocket or 40mm TAGs grenade at it from an approved device. 1 shot = 1 kill. If hit the vehicle is considered destroyed, the driver and truck commander (TC) are considered “killed”, and all passengers are considered “wounded”. When hit all passengers must exit the vehicle and follow the “Wounded” rules in place. The vehicle along with the driver and TC must be driven back to their respective company HQ for regenning.
- Participants may fire BBs at vehicles to wound the driver, TC, or passengers. If the driver is “wounded” the vehicle must stop in place and participants must follow the “Wounded” rules to get the driver back in the event and therefore making the vehicle usable again. An alternative can be for another participant, **21 years or older**, to remove the driver and take over as the driver. This must be cleared with the vehicle owner prior to doing so.



# SHIELDS

Shields are to be used as a special equipment asset like a vehicle. Shields are not to be invincible game items. A shield can be used correctly in an advance but can be eliminated. Any enemy has the ability at the minimum to stop the shields advance and kill it. For what would be the duration of any normal contact. (1hr down time)

## SHIELD RESTRICTIONS

- Must be a real ballistic shield.
- Riot Shields are unacceptable.
- Law enforcement shields designed for pistol caliber rounds only are not acceptable.
- A correct impression of the police, state security or military unit that uses the shield. An example is FSB troops with VANT Shield.
- Shield Carrier must be in full armor at all times i.e. MSW Armor rule set (helmet, vest w/ plates.)
- Shield Carrier is only allowed to be armed with a pistol or SMG while carrying shield .
- 1 Shield Per Platoon.
- 1 hour down time if Shield is eliminated.
- If Shield is down it must be returned to the faction CP.
- **Under sustained fire the shield carrier can NOT advance and** must react to fire (can NOT just sit in one spot but can return fire.)
- MSW has the right to deny a Shield access just like any vehicle or blank weapon. i.e. if the shield or participant becomes an issue either before or after the event begins; it can be grounded.
- If the shield carrier is hit the shield may not be picked up by another teammate.





# TAKING OUT SHIELDS

- Direct hit to front the of shield with 40mm Tag pyrotechnic or chalk round immediately kills carrier and anyone within arms length of them and kills the shield (however round must detonate, duds do not count.)
- A hand grenade that lands within ten feet of the carrier behind the shield kills the carrier, the shield and any others participants within ten feet.
- Shield carrier may only receive buddy aid once despite the MSW armor rule that allows for twice.
- The shield **CAN NOT** advance while taking direct effective fire and **MUST** react by remaining in place or retreating.

## Shield Capabilities:

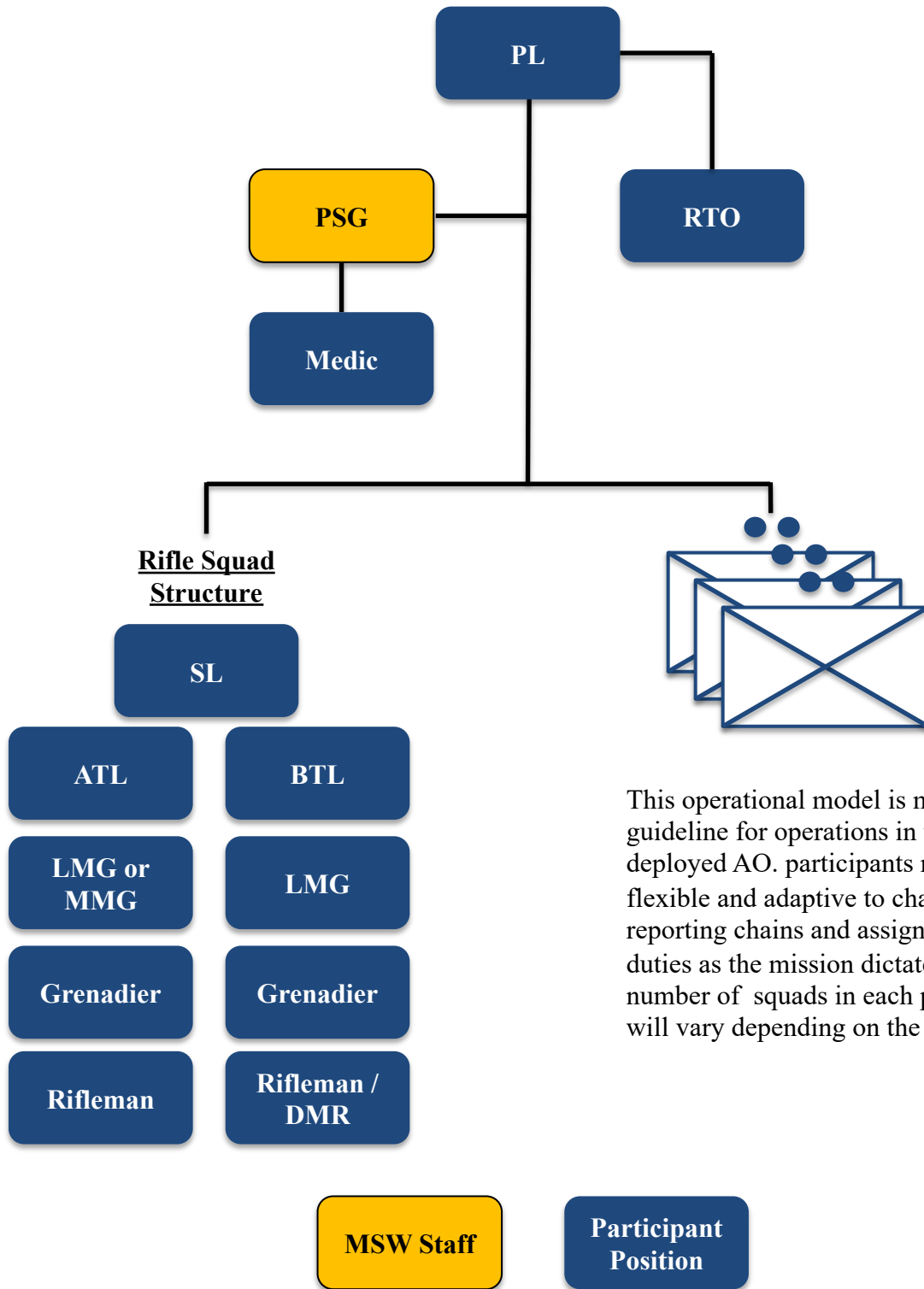
- Bullet proof to BB fire.
- Hard cover for hand grenade blasts to the front of the shield.



# SECTION 5

# Faction Organization

# MSW PLATOON STRUCTURE



This operational model is merely a guideline for operations in the deployed AO. Participants must be flexible and adaptive to changes in reporting chains and assigned duties as the mission dictates. The number of squads in each platoon will vary depending on the event.

# ROLES & RESPONSIBILITIES

## Commander (CO) (Cadre only) :

- Responsible for everything the company does and fails to do
- Commands and controls through his subordinate leaders
- Conducts mission analysis and troop-leading procedures and issues operations orders for company tactical operations
- Resources teams and other elements
- Ensures the company command post effectively battle tracks the situation and status
- Develops the leadership and tactical skill of his platoon leaders

## Executive Officer (XO) (Cadre only) :

- Second in command and is prepared to assume the duties of the commander if needed
- Plans and supervises company sustainment operations in coordination with the 1SG
- Manages the QRF
- Performs duties as directed by the company commander

## First Sergeant (1SG) (Cadre only) :

- Supervises in-processing, logistics, hygiene, participant morale, and participant health
- Ensures PCCs/PCIs are conducted
- Controls the CCP as directed by the commander
- Assists the XO and keeps himself prepared to assume the XO's duties if needed
- Maintains accountability of all participants location and condition



# ROLES & RESPONSIBILITIES

## Platoon Leader (PL):

- Leads the platoon in supporting the higher headquarters missions. He bases his actions on his assigned mission and the intent and concept of his higher commanders
- Maneuvers squads and fighting elements
- Synchronizes the efforts of squads
- Looks ahead to the next “move” for the platoon
- Ensures 360-degree, three-dimensional security is maintained. Controls the emplacement of key weapon systems
- Issues accurate and timely reports
- Places himself where he is most needed to accomplish the mission
- Assigns clear tasks and purposes to his squads

## Platoon Sergeant (PSG) (Cadre only) :

- Ensures the platoon is prepared to accomplish its mission, to include supervising PCCs/PCIs
- Prepares to assume the role and responsibilities of platoon leader
- Acts where best needed to help Command and Control (C2) the engagement (either in the base of fire or with the assault element)
- Receives squad leaders’ administrative and logistical reports, and requests for rations, water, and ammunition
- Coordinates with the higher headquarters to request logistical support (usually the company’s first sergeant or executive officer)
- Manages the unit’s combat load prior to operations, and monitors logistical status during operations
- Establishes and operates the unit’s casualty collection point (CCP) to include directing the platoon medic and aid/litter teams in moving casualties; maintains platoon strength levels information; receives and orients replacements

# ROLES & RESPONSIBILITIES

## Platoon Medic:

- Treats casualties, assists the aid and litter teams with their evacuation, and assists in CASEVAC all under the control of the PSG
- Advises the PL and PSG on all force health protection matters, and personally checks the health and physical condition of platoon members
- Reports all medical situations and his actions taken to the PSG
- Requests Class VIII (medical) supplies for the team through the company senior medic
- Carries out other assigned tasks assigned by the PL and PSG
- Can carry up to 30 IV bottles.

## Platoon RTO:

- Have communications at all times. If communication with the team's next higher element is lost, the RTO immediately informs the PL or PSG
- Conduct radio checks with higher when in a static position. If the RTO cannot make successful radio contact as required, he will inform the PL or PSG
- Be an versed in radio procedures and reports such as call for indirect fire or MEDEVAC.
- Have the freqs and call signs on his person in a location known to all participants in the team
- Assist the PL with information management
- Determine his combat load prior to operations and manage his batteries during operations.
- Ensures the proper function of all radios and troubleshoots and reports deficiencies to higher
- Serves as recorder/note taker during all phases of the mission

## Squad First Responder :

- Treats casualties, assists the aid and litter teams with their evacuation, and assists in CASEVAC all under the control of the SL
- Advises the SL and SL on all force health protection matters, and personally checks the health and physical condition of squad members
- Reports all medical situations and his actions taken to the SL
- Requests Class VIII (medical) supplies for the team through the company senior medic
- Carries out other assigned tasks assigned by the SL and TLs
- Can carry up to 4 IV bottles.



# ROLES & RESPONSIBILITIES

## Rifle Squad Leader (SL):

- Effectively uses control measures for direct fire, indirect fire, and tactical movement
- Controls the movement of his squad and its rate and distribution of fire
- Fights the close fight by fire and movement
- Communicates timely and accurate LACE and SALUTE reports status to the platoon leader (including squad location and progress, enemy situation, enemy killed in action [KIA], and security posture)
- Conducts troop-leading procedures (TLP)
- Understands the mission and commander's intent two levels up (the platoon and company).
- Conducts PCCs/PCIs
- Ensures every member of his team know the mission and their part

## Weapons Squad Leader (WSL)

- The weapons squad leader is normally the senior squad leader, second only to the platoon sergeant
- He performs all of the duties of the rifle squad leader
- Controls fires and establishes fire control measures
- Recommends machine gun employment to the platoon leader
- Coordinates directly with the platoon leader for machine gun base-of-fire effects and plans accordingly
- Monitors ammunition expenditure
- Performs the role of the platoon sergeant as required
- Understands the mission two levels up (platoon and company)

## Team Leader (TL):

- Is the SME on all of the team's weapons and duty positions and all squad battle drills
- Leads his team in fire and movement
- Controls the movement of his team and its rate and distribution of fire
- Ensures security of his team's sector
- Assists the squad leader as required
- Is prepared to assume the duties of the squad leader and platoon sergeant
- Enforces field discipline
- Determines his team's combat load and manages its available classes of supply as required
- Understands the mission two levels up (squad and platoon)



# ROLES & RESPONSIBILITIES

## Rifleman:

- Be an expert on his weapon system—his rifle, its optics, and its laser aiming device. He must be effective with his weapon system day or night. He must be capable of engaging all targets with well-aimed shots
- Be able to construct and occupy a hasty firing position and know how to fire from it. He must know how to quickly occupy covered and concealed positions in all environments and what protection they will provide for him from direct fire weapons
- Be able to fight as part of his unit, which includes being proficient in his individual tasks and drills, being able to fight alongside any member of the unit, and knowing the duties of his teammates and be prepared to fill in with their weapons if needed
- Be able to inform his team leader of everything he hears and sees when in a tactical situation
- Be able to administer buddy aid as required
- Be able to manage his food, water, and ammunition during operations
- Understand the mission two levels up (squad and platoon)

## Grenadier:

- Be able to accomplish all of the tasks of the rifleman
- Be able to engage targets with appropriate type of rounds both day and night
- He must know how to employ each type of round and know its minimum safety constraints
- Know the maximum ranges for each type of round for the grenade launcher
- Know how to make an adjustment from the first round fired so he can attain a second-round hit
- Load the grenade launcher quickly in all firing positions and while running
- Understand the mission two levels up (squad and platoon)

## Automatic Rifleman (LMG):

- Be able to accomplish all of the tasks of the rifleman
- Be able to engage groups of enemy personnel, bunker doors or apertures, and suspected enemy locations with automatic fire. He provides suppressive fire on these targets so his teammates can close with and destroy the enemy
- Also understands the mission two levels up (the squad and platoon)





# ROLES & RESPONSIBILITIES

## Squad Designated Marksman

- Squad designated marksmen are not squad snipers. They are fully integrated members of the rifle squad who provide an improved capability for the rifle squad. They do not operate as semi-autonomous elements on the battlefield as snipers, nor do they routinely engage targets at the extreme ranges common to snipers. The designated marksman employs an optically-enhanced general-purpose weapon
- A rifleman may be assigned as the squad designated marksman (SDM). The SDM is chosen for his demonstrated shooting ability, maturity, reliability, good judgment, and experience
- The SDM must be able to execute the entire range of individual and collective rifleman tasks within the squad
- The squad marksman engages visible point targets with target priorities of enemy leaders, personnel with radios, automatic weapons crews, enemy soldiers with rocket launchers or sniper rifles, or others as directed by his squad and platoon leaders
- Types of operations in which designated marksmen are most useful include:
  - Situations in which the squad requires precision fires in an urban area containing an enemy mixed with multiple noncombatants or in those where the applicable ROE restricts the use of area-fire weapons
  - Close range engagements that have an immediate, critical need for precision rifle fire
  - Situations in which the unit is facing an enemy with trained marksmen or armed irregulars being used as snipers that must be countered
  - Vehicle and personnel checkpoint operations in which the squad needs an element in armed over watch
  - Attacking specific targets identified by the platoon or squad leader
  - Covering the approach and entry of the assault element to the objective
  - Eliminating unexpected threats in and around the objective that appear and disappear suddenly and without warning
  - Covering specific avenues of approach into the unit's position and searching the area for signs of a counterattack
  - Providing diversionary fire for an assault element
  - Covering obstacles or other key installations with precision fire
  - Situations with friendly troops on or near the objective when mortars, machine guns, and grenade launchers must cease or shift their fires to prevent fratricide. The designated marksman may be able to continue to fire in support of the assault



# ROLES & RESPONSIBILITIES

## Medium Machine Gun Team

### Gunner

- Is responsible for his assistant gunner and all the gun equipment
- Is responsible for putting the gun in and out of action
- When attached to a rifle squad, is the SME on employment of the medium machine gun. He advises the rifle squad leader of the best way to employ the machine gun
- Enforces field discipline while the gun team is employed tactically
- Knows the ballistic effects of the weapon on all types of targets
- Assists the weapons squad leader and is prepared to assume his responsibilities
- Understand the mission two levels up (the squad and platoon)

### Assistant Gunner

- He is prepared to assume the gunner's role in any situation
- Constantly update the weapon squad leader on the round count and serviceability of the machine gun
- Watch for Soldiers to the flanks of the target area or between the gun and the target
- Report round counts of ammunition in accordance with the unit standard operating procedure
- Obtain ammunition from other Soldiers who are carrying machine gun ammunition
- Provide a supply of ammunition to the gun when employed
- Spot rounds and report recommended corrections to the gunner
- Immediately assume the role of gunner if the gunner is unable to continue his duties.
- Understand the mission two levels up (squad and platoon)



# SECTION 6

## Commo

# CALL SIGNS SOP

While your airsoft call sign is great for your online persona, it has no place at our events. The only call signs that will be used or recognized are those listed above. If you don't see a call sign listed above for your position it's probably because you are not authorized to carry a radio.

<b>Company</b>	
<b><u>Position</u></b>	<b><u>Call Sign</u></b>
Commander	6
1SG	7
XO	5

<b>Company TOC</b>	
<b><u>Position</u></b>	<b><u>Call Sign</u></b>
TOC	Per OPORD

<b>Sniper Teams</b>	
<b><u>Position</u></b>	<b><u>Call Sign</u></b>
Team 1	Sierra 1
Team 2	Sierra 2

<b>Platoon</b>	
<b><u>Position</u></b>	<b><u>Call Sign</u></b> (x=platoon #)
Platoon Leader	X6
Platoon Sergeant	X7
RTO	X6R
1 <sup>st</sup> Squad Leader	X1
1 <sup>st</sup> SQD A TL	X1A
1 <sup>st</sup> SQD B TL	X1B
2 <sup>nd</sup> Squad Leader	X2
2 <sup>nd</sup> SQD A TL	X2A
2 <sup>nd</sup> SQD B TL	X2B
3 <sup>rd</sup> Squad Leader	X3
3 <sup>rd</sup> SQD A TL	X3A
3 <sup>rd</sup> SQD B TL	X3B
WPNS SL	X4



# COMMUNICATION RULES

The following channel frequencies are in use for MSW events:

**ADMIN/event Control:** Primary - Private

Alternate – Channel 1 flat

Contingency – Cell

Emergency - Runner

**NATO Forces:**

Channels 2-7 (Specific channel assignments will be briefed in the OPORD)

**Russian Forces:**

Channels 8-13 (Specific channel assignments will be briefed in the OPORD)

**Regional Forces:**

Channels 14-16 (Specific channel assignments will be briefed in the OPORD)

**Monitoring enemy communications is permitted at our events** however, participants may only listen and cannot key their mike or interfere in anyway with the communications or frequencies assigned to opposing forces.

Participants are permitted to use whatever type of radios are legally available to them; however, they should always be sure they can monitor assigned command frequencies in order to enhance the event experience. Showing up and having radios that cannot talk on the main command frequencies is not acceptable.

**The only participants authorized to carry or use radios are:**

- Any participant in the company command team
- Platoon Leaders, Platoon Sergeants, Squad Leaders, and Team Leaders
- Any participant designated by the command team only.

**All other participants are strictly forbidden from using radios.**



**SECTION 7**  
**SAFETY**  
**PROCEDURES**

# GENERAL SAFETY ORDERS

1. NEVER FORGET THIS IS A GAME!
2. KEEP YOUR EYE PROTECTION ON
3. USE HEARING PROTECTION
4. SAFETY IS THE RESPONSIBILITY OF EVERY PARTICIPANT. IF YOU SEE SOMETHING UNSAFE CALL FOR A CEASE FIRE AND ALERT THE NEAREST CADRE.
5. Wear proper protective equipment for your environment for example sturdy boots for sites with challenging terrain or helmets and knee pads for sites with hard urban surfaces
6. Always respond to **EMERGENCY** calls on the field. Echo the command and remain in place. Follow on instructions will come from your cadre.
7. Be accountable for yourself. If you are having a medical or personal problem that is causing a danger to you or others don't hesitate to tell your cadre. If you need medical attention they can coordinate be it an ambulance you need or a ride back to the parking lot to return home or get medication. If you need to leave for any reason please tell your cadre before leaving so they know that you are gone and not lying somewhere on the field with a compound stress fracture and dehydration waiting for death to come to you.
8. Always observe and recover any pyro you throw. Make sure you are throwing on a non flammable surface, if a brush fire does start you are the first one responsible for pulling a safety flag, stomping it out and dousing the source and waiting at least ten minutes to check for smoldering embers. All brush fires will be reported to MSW Cadre. Remember if you need more than 9 people to smother a brush fire call a cease fire and withdraw to a safe distance.
9. Do not bring or use unauthorized pyrotechnics for a complete list see "hand grenades" "smoke grenades".





# GENERAL RISK ASSESSMENT

The top two risks to participants to participants at MilSim West events are in almost all cases:

- Strains, sprains, fractures, dislocations and other sports related injuries.
- Heat and cold injuries as a result of dehydration, preexisting medical conditions or lack of proper cold or hot weather gear.

These risks are mitigated by the following measures

- Inspections at event in processing by MSW Cadre to ensure participants have proper footwear.
- Inspections at event in processing to ensure participants have proper cold weather, wet weather and sleeping gear.
- Inspections at event in processing to ensure participants have the capacity to carry the required amount of water.
- The MilSim West “medic” rules mechanic that requires drinking water to be “revived”
- Cadre assigned to each group of 40 participants to ensure swift treatment of any medical issues and or evacuation of the participant from the event.



# EMERGENCY PROCEDURES

“EMERGENCY” is to be called under the following circumstances:

1. A Life, limb or eyesight threatening injury to any participant.
2. A brush fire that cannot be smothered by a squad (9) or less participants.
3. A environmental hazard such as flash flooding, wildfire, tornadoes, earthquakes, volcanoes or hurricanes that a threaten the safety of all participants at the event.
4. Administrative reasons as decided by MilSim West cadre

When an EMERGENCY is called all participants must

- 1. STOP PLAYING**
- 2. ECHO THE COMMAND**
- 3. DISPLAY SAFETY FLAG**
- 4. REMAIN IN PLACE AND WAIT FOR INSTRUCTIONS FROM CADRE**

The verbal command for **EMERGENCY** is “EMERGENCY”. The whistle command is a ten second blast. With a megaphone a 10 second siren.

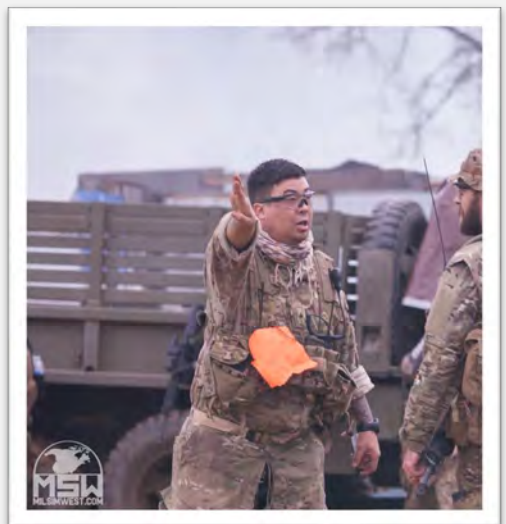
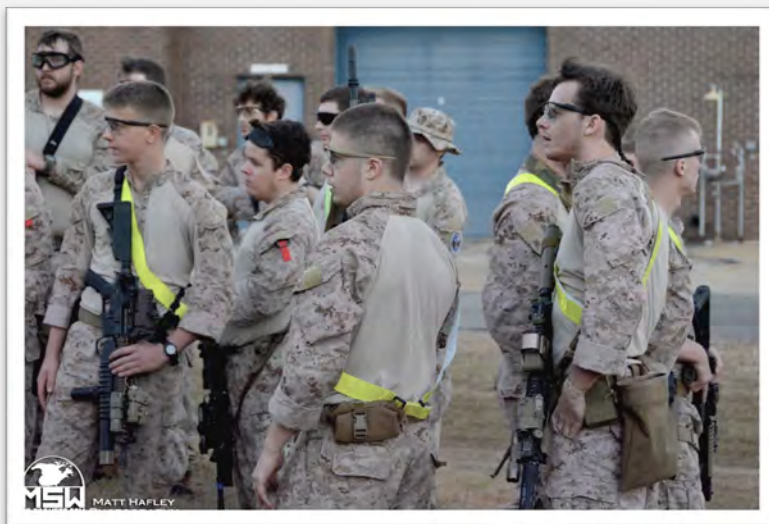


# SAFETY FLAGS

During an EMERGENCY CALL and at other times during events it may be necessary for participants to mark themselves as “out of play”. The easiest way to do this is with a safety flag. A safety flag is either a red rag, a section of military VS-17 panel on the front of the body or a yellow reflective safety belt worn around the body. When a participant is displaying a safety flag they must sling their weapon in a non threatening position. Representing yourself as “out of play” to gain an advantage is against the rules and considered a safety violation. Any participant doing this will be ejected from the event.

A safety flag should be used under the following circumstances:

- Going to use the latrine
- Bled out and returning to the faction command post or ruck cache
- Retrieving something from parking (only with permission from cadre)
- Leaving the event for any reason.
- Smothering a brush fire or smoldering pyrotechnic



**SECTION 8**  
**Coordinating**  
**Regulations**

# Coordinating Instructions Before The Event

MSW primarily uses Facebook to coordinate with participants in relation to pre-event planning.

- **MSW takes pride in our ability to coordinate thoroughly with our participants before each event to produce the very best experience possible. Below you will find a general timeline of when MSW will open an events Facebook planning page. The “Kick-Off” time of the event is the day of check in at the venue location.**
- No Later Than (NLT) Two Months out, the Faction Page will be open to registered participants only. Access is granted when the user submits the exact same name and registration number upon purchasing a ticket.
- NLT One and half months out, a general WARNO / Intelligence Summary (INTSUM) will be released that explains the ongoing situation for the specific event.
- NLT Three weeks out, the first draft of rosters are published. This is where the staff work to get participants that are going together into the same PLTs/SQDs
- NLT Two weeks out, the Task Force Operations Order is published for the event. This order outlines “how are we going to conduct this operation with where, what, why, etc.. Data”. This document is very important (do not share outside the faction group or print it out to bring to the event).
- NLT 48HRs out, the Task Force faction Operational Schedule (OPSKED) to include callsigns, Frequencies, FFID/PID Reqs is released along with check-in instructions. It is paramount that this document is also not shared outside the faction group.



# COORDINATING REGULATIONS

- No pets of any kind are allowed at MilSim West events.
- Participant use of drones is not authorized.
- No bladed melee weapons real or fake (bayonets, kabars, tomahawks etc...)
- Squads and Platoons must police call each area they rested in before moving on. Trash bags are a required part of the packing list. Trash is to be bagged and left near the closest road or trail for pickup by MSW White Cell.
- For those interested in attending as media contact [Brian@milsimwest.com](mailto:Brian@milsimwest.com) with links to your portfolio.
- In MOUT sites always leave all doors and windows as they were when you found them. If they are locked, blocked or taped, leave them as is.
- Never barricade doors.
- Never barricade windows.
- Never manipulate doors or windows as cover.



# SECTION 9 Change Log



# CHANGE LOG

- On Slide 3 replaced “cease fire” with Emergency – 12/20/2023
- On Slide 6 deleted the “Free Ear Foam Comment” - 12/20/2023
- On Slide 9, Militia uniform requirements have been updated to reflect participants from “gaming the game” - 12/20/2023
- On slide 10, added in one more pair of sox for required list making the participant bring 3 pairs now instead of 2 and added in “radio” as a red line item. - 12/20/2023
- On Slide 12, added “Pull / lock the bolt if applicable to the weapon system”. - 12/20/2023
- On Slide 13, added under MMG, “\*This rule is regardless of what the actual weapon Chronos at in numerous new variations of weapon systems that have come available in the last 5 -6 years between NATO /RUSFOR / MILITIA. Added in “1 slot attachment” for MILITIA and new restriction on Drum Mags specifically for the RPK-16 and M27 IAW Weapon platform. Added in special rule for RPK-74-barrel length while using a drum mag – 01/15/2024
- On Slide 17, added “Special Note\* Event specific venues, sometimes Thunder B/Flashes will count as live action grenades due to fire hazard”. Additional note on slide has increased grenade radius to 15 FT from previous 10 FT, - 12/20/2023
- On Slide 19, added “\*There can be absolutely no blind fire or using the weapon in any unsafe manner.” - 12/20/2023
- On Slide 29, added, “When “wounded” or “killed” you cannot speak, move, or manipulate (\*especially weapon related functions) anything on your person. “- 12/20/2023
- On Slide 35, updated vehicle safety rules and added in driving with the headlights on during low visibility hours. Additionally, no E-bikes or dirt bikes of any kind allowed - 12/20/2023
- On Slide 36, updated vehicle pictures of ASOV - 12/20/2023
- On Slide 37, added “Under sustained fire the shield carrier can not move” - 12/20/2023
- On Slide 52, 54, and 55 added in new “Emergency” Call over the old “Cease Fire” Call. – 01/15/2024
- On Slide 56, new slide added that details Facebook coordinating instructions – 01/15/2024

