



MILSIM WEST INSURGENCY FORMAT TACSOP

VERSION 4.0

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DISTRIBUTION RESTRICTION:

Approved for public release;
distribution is unlimited.

HEADQUARTERS
MILSIM WEST

The purpose of this TACSOP is to provide the participant with the knowledge of the Insurgency Format

MSW Insurgency is a live action large format social wargaming event. It differs from other MSW events in a few key ways.

The most obvious are the introduction of a Citizen faction and new rules governing trade, law and politics within the game.

The second is that NATO and RUSFOR are at peace upon the start of the game.

During the first half of MSW Insurgency participants are playing a political wargame for resources.

During the second half they are playing a force on force one much like the regular MSW format.

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Chapter I – Spirt of the game and In-Game Processing

The MilSim West “Insurgency” format Is a live action role playing game set in an occupied eastern Eurasian nation. The MilSim West Insurgency Format TACSOP covers a wide variety of topics, but none more important than to follow the “Spirit of the Game”.

The Spirit of the game is to follow what your in-game character would do in that specific scenario. Do not attempt to do anything that your character wouldn't do for fear or reprisal, incarceration or death. That also means, **DO NOT BE A CHAOS GREMLIN.** Do not frag a large gathering of civilians just because you can. **Such events delay the proceedings of the event and ruin it for everybody. DO NOT BE THAT PERSON.**

In Game Processing will happen between 4 P.M. and 8 P.M. on Friday. **Do not show up earlier or later.**

The In-Game processing will take place in the Civilian Parking lot. Please have your orders, (real) IDs, and permits if applicable, printed and ready for inspection. **Housing will be announced as per the published Operations Order for that specific event.**



Chapter II – NATO and RUSFOR

Factions

NATO and RUSFOR have a very important role in the Insurgency Format Event. Although you are playing as a military element in the game, the focus is not to shoot at the first suspected enemy you see but to use established SOPs and ROEs to ascertain the intent and level of danger a target presents. As such, both NATO and RUSFOR elements have two main objectives during an Insurgency Format event.

Counter Insurgency

NATO and RUSFOR's presence in foreign land is primarily to secure the area and establish rule of law. As such, it may become necessary to eliminate threats to your faction. This may include fringe religious groups, hostile businesses, drug traffickers, among others.

It is imperative that you do not act on your own discretion and follow your chain of command's instructions in relation to the SOPs (Standard Operating Procedures) and ROEs (Rules of Engagement) as to not create unnecessary friction with the local populace and/or the local government.

Counter Insurgency Missions are mostly coordinated in advance with a specific target in mind.

Civil Affairs

The Civil Affairs Mission is of utmost importance during an Insurgency Format Event. It is primarily used as a way of winning hearts and minds of the local populace. This is particularly true if your Faction has intentions of remaining within the main city center without getting into small skirmishes in every street. The Infantry mission will also be to serve as quick reaction force in the event of escalation of violence with a insurgency group or the opposing faction.

The Civil affairs Mission can have several subordinate missions, such as:

- Supply drops to the local populace
- I.V. Water Bottles.
- Expansion of local commerce through Business incentives.
- Tourism influx via leave passes.
- Building of infrastructure.



Chapter II – NATO and RUSFOR

Factions

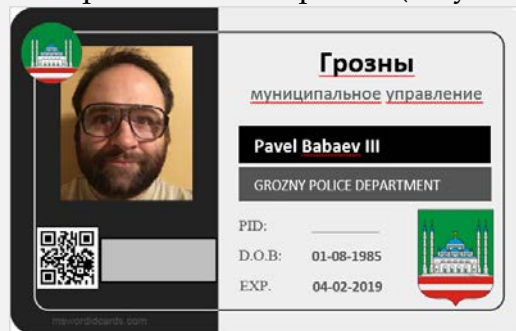
VIPs and Government

The OPOD that is given by your commander should have the information of main civilian and government leaders. Use this reference to get Positive Identification of key players in the game. Refrain from engaging them unless you have a direct order from your chain of command as there might be consequences for you and your unit for capturing or killing an influential person from the community or government.

Most – if not all – high level government officials will have proper Identification showing them as such in case of search.

Identification

All civilian populace is given identification at the start of the event, the Identification process is not flawless however and the individual may have a write-in identification with a generic photograph. It is important that you confirm the identification of any potential suspect with the help of the local police (they should have a complete list available).



Police Relations

The Police structure varies from events. In most cases, they are guided by a member of Cadre which will take the role of Police Chief. It is the intent of MSW to have the Police be neutral for the most part during the event as to coordinate with both NATO and RUSFOR in their Counter Insurgency and Civil Affairs Missions.

Unless you have a specific order from Chain of Command regarding a certain HVT (High Value Target), you must relinquish all prisoners to the custody of the Local Police Department.



Chapter III – Civilians

Civilians have plenty of in-game variables, to understand them is to control your experience.

Weapons

Citizens can legally open-carry any rifles and pistols (permits may vary per event) without too many high-speed accessories (Eotechs, PEQs, etc). Non-citizens and private military contractors may only use pistols within certain public areas. Concealed carry may be banned per the OPOrd of the specific event.

Grenades and Pyro

Citizens can legally use pyro and grenades provided they have a permit or risk getting them confiscated by police.

Vehicles

Vehicles that are to be used in the event must be used by MSW Staff and include the following:

- Driver's license
- Proof of insurance
- Registration
- Russian/local license plate (real or printed)
- Company logo visible on both sides of the vehicle.



*Police vehicles must be Police in nature.

Chapter IV – Economy

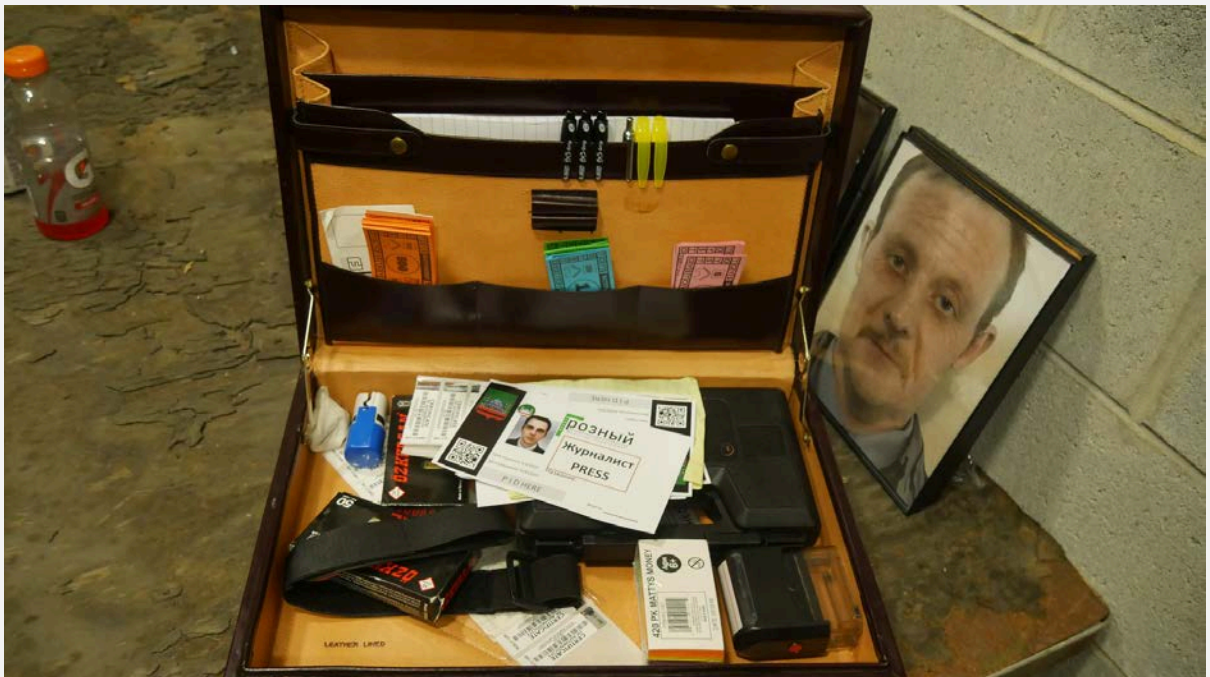
The Economy is the centerpiece of the event. At check-in, you will be issued with a starting amount of cash, you can then earn more cash by working at a business or by having your own business.

Businesses will get their separate cash influx to pay the wages of their employees and/or to spend at their leisure.

Businesses may charge in Local Fake Cash, Real Cash (for goods) or in BBs if the local economy permits (consult with the Specific Event's OPOD).

During the event, starting Saturday, a currency exchange will open to change Local Fake Cash in exchange for BBs. There will be no bartering or exchanging bbs for anything other than Local Fake Cash (no fake diamonds, etc).

The NATO and RUSFOR Factions will also be given Local Fake Cash.



Chapter V – Owning a Business

Owning and operating a business in an Insurgency Format Game is what separates our format from any other event in the world.

The business must comply with the specific event's OPORD which may require them to do the following:

- Pre-register their business with the local government.
- Always Display operating permit of their business in a visible manner.
- Pay a certain amount of Local Fake Cash to their employees.
- Register any weapons with the police (for Private Security and Military Companies).
- Laws passed by the government in the OPORD for a specific event.



Chapter VI – Laws and Consequences

Laws and Consequences vary by event. It is imperative that you consult the laws that will be published in the OPOD for the specific event you will be attending. **NO-ONE is exempt from the rules. If you did not read them or know about them, it is YOUR responsibility**

Here's examples of laws published for the event: MSW Presents: The Chechen Collapse

The Argun and Mesmer Yurt neighborhood will be deemed an commercial zone only. AKA "The Economic Zone" (E-Z). There shall be no sleeping or residential quarters within these areas (NO EXCEPTIONS). Burkat Yurt will be deemed residential and some local commercial business. This will be the main sleeping areas of the citizens of Grozny. Accommodations will be on a first come first served basis AFTER 4 P.M. (except for government buildings).

Businesses can request a specific building within the E-Z but is subject to government approval. NO BUSINESS SHALL SET UP SHOP WITHOUT PRIOR GREEN LIGHT AND PERMIT. Contact Vince Ciro for permits.

Businesses are REQUIRED by law to have prior permits. Failure to do so will result in financial and possibly up to criminal prosecution.

Businesses will only be permitted to operate within the parameters of their permits (purpose, locations and time). Failure to do so will result in partial to full loss of licence and up to criminal prosecution.

Security and Private Military Contractor companies are required to use only pistols within the E-Z unless special permit from the Mayor or Police office (paperwork will be asked). Outside this area, they may use the tools they deem necessary for the function of their activities.

Businesses can provide their services in local currency, BBs or USD. But any transaction must use at least \$1 Local Currency Bill. Failure to do so may result in financial penalties, suspension of license or prison time up to 1 hour.

Anyone found purposely sleeping in the economic zone will be subject to prison time up to 2 hours. Repeat incidents will include BB penalties as well.

The Municipality office of Grozny shall at all times provide work for the masses. If you do not find paid work, the government will assign you work.

WEAPONS ARE FREE AND UNRESTRICTED FOR THE LOCAL CITIZENS OF GROZNY. This does NOT include private security companies operating within the Economic Zone (E-Z). This includes pyrotechnics.

Vehicles that are pre-approved shall at all times carry the following: Valid (real) driver's license and (real) proof of insurance; Russian or Chechen licence plate either real or printed and Sticker/Magnet portraying the business/purpose of said vehicle. VEHICLES WITHOUT A SPECIFIC PURPOSE SHALL NOT BE APPROVED.

E-Z Business Locale shall be predetermined by the appropriate Ministry. There shall be NO self-appointment of business space. The Residential neighborhood shall be in a first come, first served service.



Chapter VI – Laws and Consequences

Penalties for violating laws

include but are not limited to: Partial or Full Loss of Permit, Financial Penalties and criminal prosecution on behalf of Local Police.



<i>Serious Crimes</i>	<i>Minor Crimes</i>	<i>Opposite of Crimes</i>
<ul style="list-style-type: none"> -Murder -Theft (personal theft out of game results in out of game crime) -Public Intoxication -Open Container in public -Carrying 4+ pyro (pea/flash) without dealer permit -Carrying more than three magazines in E-Z limits -Assault -Resisting Arrest -Speeding in the EZ zone -Disobeying Traffic and safety laws 	<ul style="list-style-type: none"> -Jaywalking -Slander -Libel -Pre-Crime -Brandishing -Sexual Harassment -Public Urination/Defecation -Animal molestation -Not following Sharia Law -Gambling outside of Religiously-Ordained Gambling centres/Saloons -Praying less than five times a day -Speeding in the greater Metro area 	<ul style="list-style-type: none"> -Complimenting others for their accomplishments -Being active and productive members of the local economy -Usury to infidels -snitching to the polis -Staying fit and keeping a hot bod -Wearing aesthetically pleasing modern Chechen Fashion -Wearing attractively halaal Islamic dress -Praying five times a day -Zakaat to the state -Editing all media to make the polis appear attractive, fit, lawful good and halaal

Chapter VII – Police

The Police have a central role in the Insurgency Format Events, they have the responsibility of maintaining peace and order of a highly armed and rowdy populace.

As such, the local government has given them little oversight and ungodly powers.

Among the many responsibilities of the Police Department, is the control of the Jail system. Which may imprison a player for up to two hours. They may also confiscate BBs if the suspect is convicted **INCLUDING THE BBs IN THEIR MAGAZINES AND SPEED LOADERS.**

Uniform: Blue Tiger Stripe, Navy Blue, Black, among others (Contact your cadre for specific requirements).

Weapon: Any weapon system can work, but AK variants are highly suggested.

*Silly string may be used in the place of mace per prior consent.



Chapter VIII – Civic Events

The Civic Events can be organized by the local government as well as any major civilian group. These are usually coordinated and require the participation of most, if not all civilians.

Some examples include:

- Election voting.
- Concerts and Festivals
- Certain “Religious” events.
- Government speech
- High profile public trials



It is important to note that these events are usually hours, if not days, in the making and any kind of chaos that would hamper the event will be extremely frowned upon. It will be the government and police’s job to make the person responsible for the disruption be severely punished in accordance with published laws and may be banned from future civic events. Don’t be the person that ruins the event for 200-400 gathered players “just because”.

Cultural Events:

Some participants might want to create a cultural event, it has been the case in the past that “Embassies” in the event have created community outreach cultural events in order to promote their country’s image and agenda.

Some examples are:

- Bread and “wine” tasting.
- Art Gallery
- Run for peace

Among others.



Please respect these events as it usually takes months of planning on behalf of players involved in said events.

Chapter IX – Local Government Role

It is the Government's role to keep the wheels of the civilian faction turning.

The government is in charge of the well being of the participants from an administrative and practical standpoint.

The government has the following responsibilities towards the populace:

- Safety of the participants
- Inspection of the businesses to insure that no un-safe action is being taken.
- Economy of Fake Cash and BBs is constantly flowing.
- Enforcement of basic rules and laws.
- Coordinating with the NATO and RUSFOR factions to keep the flow of the game running smoothly.

The Local Government is headed by a member of MilSim West CADRE which will at all times ensure that participants are following the spirit of the game and is there to stop any unsafe action he/she might witness.



Chapter X – Example of Timeline of Events

1600LT – FRI – Open doors for parking. DO NOT SHOW UP BEFORE THIS TIME.

1600LT-2000LT – FRI – Inspection of players and in-processing.

2030LT – FRI – Game Start, business owners head to install their locales. Remaining players look for jobs, explore, start patronizing the local businesses.

2300LT-2359LT – FRI – Inspection of businesses by the Local Government, issue of permits.

0300LT – SAT – Curfew for Economic Zone begins (Camp Shelby only).

0700LT – SAT – Curfew for Economic Zone ends, businesses can open (Camp Shelby only).

0900LT – SAT – Opening of currency exchange (Local Fake Cash for BBs).

1300LT – SAT – Civic Event. (example: Campaign Rally)

1800LT – SAT – Civic Event. (example: Concert)

2000LT – SAT – Civic Event. (example: Political event)

0300LT – SUN – Curfew for Economic Zone begins (Camp Shelby only).

0700LT – SUN – Curfew for Economic Zone ends, businesses can open (Camp Shelby only).

1100LT – SUN – End of the event.

1115LT – SUN – After Action Review

1300LT – SUN – All participants must be off the property.

