

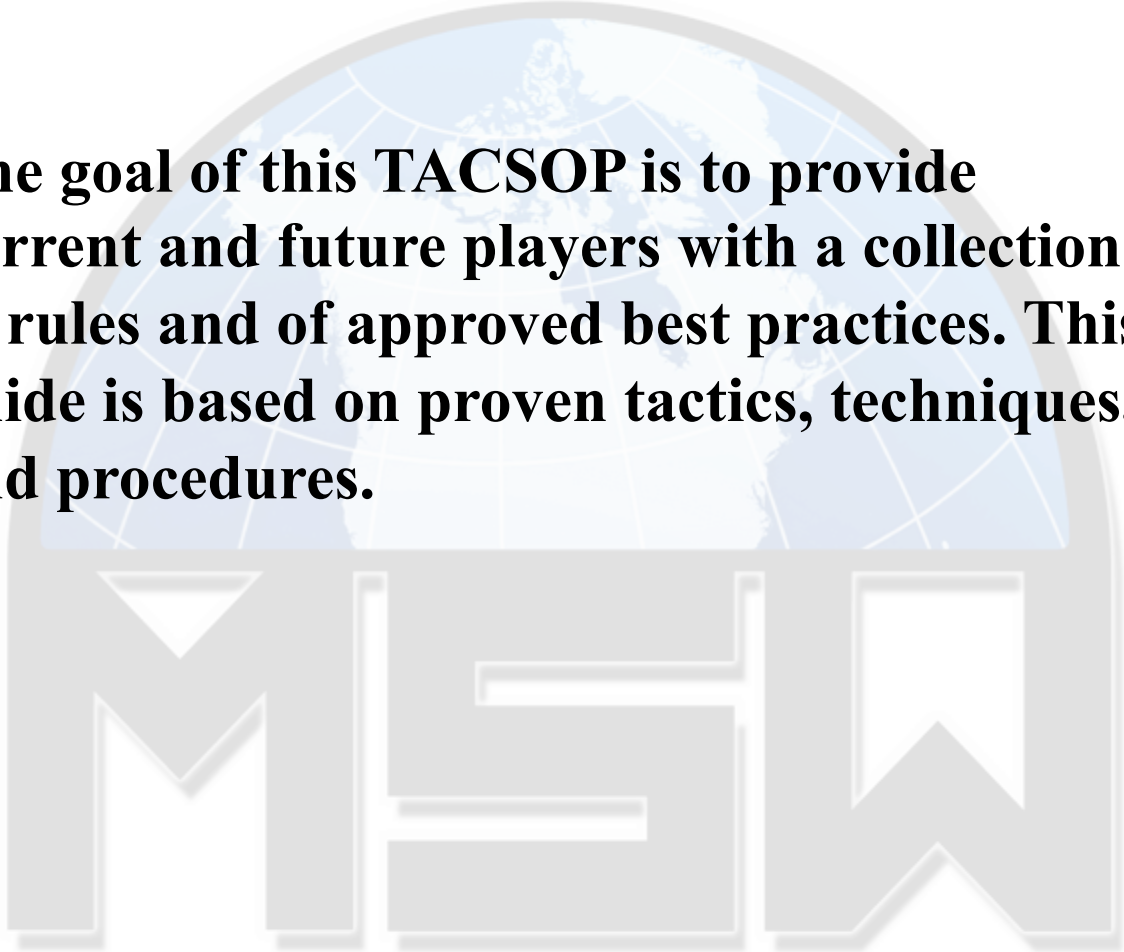
MilSim West

TACSOP



(Version 1.0)

December 2013



The goal of this TACSOP is to provide current and future players with a collection of rules and of approved best practices. This guide is based on proven tactics, techniques, and procedures.

STANDING ROE CARD

1. You may engage the following individuals based on their conduct.
 - a. Persons committing hostile acts against friendly forces.
 - b. Persons exhibiting hostile intent towards friendly forces.
2. These persons may be engaged subject to the following instructions:
 - a. Positive Identification (PID) is required prior to engagement. PID is a reasonable certainty that the proposed target is a legitimate military target. If no PID, contact your next higher command for a decision.
3. The use of force, including deadly force, is authorized to protect the following:
 - a. Yourself, your unit, and other friendly forces.
 - b. Detainees.
 - c. Civilians from crimes that are likely to cause death or serious bodily harm, such as murder or rape.
 - d. Personnel or property designated by the OSC when such actions are necessary to restore order and security.
4. Treat all civilians and their property with respect and dignity. All personnel conducting house searches will respect the law and culture of the host nation and refrain from activities not compatible with the nature of the mission. Whenever possible, friendly forces will conduct coordination with local government officials and/or tribal leaders when conducting searches of houses, compounds, or government buildings.
5. **Fully Automatic Fire is strictly prohibited inside of buildings and structures.** If you are in a building or structure you must fire on semi only or if your weapon is unable to do so, you must transition to a secondary that is capable of semi only firing.
6. **Blank Fire is not authorized inside of buildings and structures.** You must transition to an airsoft replica to engage the enemy inside.
7. **Pyrotechnics are not authorized for use by players.**
8. **Homemade pyrotechnics are not authorized.**
9. Vehicles may be taken out by rockets only. 1 rocket equals a kill on the vehicle, the driver, and the TC. All passengers are considered wounded and must follow “Wounded” rules.

SOME NON-NEGOTIABLES

GOLDEN RULE:

- Whenever in doubt about how to act/ behave in any situation not specifically mentioned within this Player Pack, always use your best judgment to keep within the spirit of the OP.
- Don't "game" the game - shenanigans will not be looked upon kindly.
- Disrespect of the staff or other players will not be tolerated. Players found cheating or disrespecting the staff and other players will be ejected from the event without a refund.
- Players 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 player, or spent rocket/mortar rounds or grenades in the field, please pick them up and try to make a note where you found the item(s) just so it saves somebody the trouble of scouring an area later on, looking for something that has already been picked up by someone else.
- Secure the item(s) in your pack/pocket and drop them off at your side's HQ in an area set up for collecting lost items the next time you happen to find yourself there.
- Towards the end of the event an ADMIN will collect any lost and found items from both forces HQ's and bring them to a central "Lost & Found" area set up near the parking area/gate. If you should misplace any items be sure to stop by and check out our selection as you leave. Likewise, please turn in any lost items you may have found to this area as you exit the AO.
- It would be a good idea to take photographs of all your stuff now, that way if you do happen to lose something you'll have a quick way of showing and/or verifying any lost.

AGE RESTRICTIONS

- We allow players as young as 13 at our events. All players under the age of 18 must have their waiver signed by their parent and notarized by a notary public. Additionally, players 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 AND DRUGS:

- **MSW games are drug and alcohol free. We know it's fun to party, but we have minors present. Not only that, but our insurance requires alcohol and drug free events as well as our land owners. Regardless of any state laws regarding drug use, all narcotic and hallucinogenic drugs are banned.**

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SECTION 1
Uniform & Equipment
Standards

UNIFORM REQUIREMENTS

Camouflage patterns for each faction are decided on an event by event basis. However the following rules will always apply regardless of the patterns allowed:

- All uniforms must consist of matching tops, bottoms and head gear in the approved camouflage for your faction. The only exception is the REGFOR (Regional Forces or militia) who may mix and match their approved camouflage patterns.
- We know that we host events in the rain, snow, and cold and many player like to wear soft shell jackets or other non-matching cold/wet weather gear. However, if your cold/wet weather gear is not one of the approved camouflage patterns for your faction you cannot wear it as an outer layer. Our suggestion is to wear your cold/wet weather gear under your approved camouflage top and/or bottom. Your outer uniform will get wet, but you will stay warm and dry underneath.
- Due to the extreme nature of our events and AOs we **highly recommend and encourage** players to 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, at our events and not ensuring your feet are 100% is just asking for trouble.
- Since REGFOR is considered local militia it is assumed they don't have money for high speed plate carriers, helmets, etc. Therefore players registering for or assigned to REGFOR are prohibited from wearing/using plate carriers and helmets. Please take this opportunity to try out your recce load out consisting of a chest rig and boonie hat.
- **Eye protection - must be worn at all times while on the field during play. You may remove them during the scheduled breaks, but please wait for the "all clear" announcement first. Eye protection needs to meet ANSI Z87.1-1989 standards and be full seal—"sunglasses" WILL NOT cut it. Steel mesh lenses are permitted. Full seal goggles are required.** While not required, a mesh or other type lower face mask is suggested as well.

PACKING LIST

On Your Person:

- Uniform – correct camouflage pattern for registration faction**
 - Top**
 - T-shirt**
 - Trousers w/belt**
 - Underwear
 - Patrol Cap**
 - Boots**
 - Socks**
- Picture ID**
- 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, and SL**)
 - IFAK - Empty pouch marked with a red cross and attached to your left side to be used for a first aid kit**
 - Radio - FRS/GMRS (**PL, PSG, and SL**)
 - 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

- Eye protection - must be worn at all times while on the field during play. You may remove them during the scheduled breaks, but please wait for the “all clear” announcement first. Eye protection needs to meet ANSI Z87.1-1989 standards and be full seal –“sunglasses” WILL NOT cut it. Steel mesh lenses are permitted. Full seal goggles are required. While not required, a mesh or other type lower face mask is suggested as well.**

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
- 2x pairs of underwear, t-shirts and socks**
- Stove
- Dishes and flatware
- Personal Hygiene Kit
 - Towel
 - Washcloth
 - Toothbrush
 - Toothpaste
 - Deodorant
 - Hand-soap
 - Personal items/medications
- Replica repair kit/spare parts
- Large heavy-duty garbage bag to haul out your trash, whatever you pack in you need to pack out**

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



SECTION 2
Weapons Rules

CLEARING PROCEDURES

NOTE: Point weapon into clearing barrel for all steps.



GBB:

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

Ammunition Status.

- A. Red: Round chambered and magazine loaded.
- B. Yellow: Magazine loaded and chamber clear.
- C. Green: Magazine out and chamber clear.

Weapons Control Status.

- A. Hold: Engage only if engaged or ordered to do so. Must have PID.
- B. Tight: Can engage if target is positively identified as enemy.
- C. Free: Can engage unless target is positively identified as friendly.

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

REPLICA RESTRICTIONS

WEAPON RESTRICTIONS:

Players who attend MSW events are **required** to carry a weapon that is fitting for the unit they will be attending as - basically US players use US weapons, and Russian Federation players use Russian/Soviet weapons.

*Note: LMG = Light Machine Gun (M249, MK46, RPK, Stoner, M60E3).

MMG = Medium Machine Gun (M240B, M60-full version, PKM) and must be fired from the Bi-Pod and have a minimum engagement distance of 100 FEET!

USFOR:

M16 Variant, SCAR variants, M4 variants, M249 variants (LMG), M240 variants (MMG), M40, SR25, M14 variants.

RUSFOR:

AK variants, SVD variants, PKM variants, RPK variants

REGFOR (Regional Forces):

Any replica is allowed. High speed attachments (PEQs, Flashlights, Optics) are highly discouraged, but allowed.

Squads are limited to 2x LMG or 1x LMG/1x MMG and 2x Grenadiers each. This is to faithfully recreate the infantry squad organic structure and to ensure there aren't too many LMG/MMGs hosing down the AO.

Real and Fake Knives are not authorized in our games. Please leave them at home.

MAGAZINE RESTRICTIONS:

In an effort to keep things as MILSIM as possible, 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; a box mag on an MP5 won't do. Mid-caps, standard magazines and lo-capacity magazines are the only magazines allowed for non-LMG/MMG class weapons.

This is not to meant to exclude anyone, but rather to keep the playing field level and stress the importance of the LMG/MMG gunner role.

Players are free to carry as many magazines (again - only standard/lo-cap or mid-cap) and loaders (both manual and electric) on the field with them as they are comfortable with.

FPS/MAGAZINE/AMMO

RESTRICTIONS

FPS LIMITS:

The following FPS limits are in effect:

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

6mm: 400fps w/0.20g, 366fps w/0.25g

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

MMGs (Note this is for M240B, M60 Full size (Not M60E3) and PKMs only!): 2.09 Joules (Minimum engagement distance 100ft)

6mm: 475fps w/0.20g, 425fps w/0.25g

Sniper Rifles: 2.8 Joules (Minimum engagement distance 100ft)

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

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

MAGAZINE RESTRICTIONS:

- Standard or Mid-Cap magazines only! Box/drum magazines may only be used on LMG/MMG-class weapons and those must be faithful recreations of real-world weapons.
- No Flash-Mags! Yes, we will be checking.

AMMO (BB) RESTRICTIONS:

- Based on trends in the MILSIM world to level the playing field and enforce the importance of LMG/MMG weapon systems, players 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.
- You'll need to make each shot count and constantly be conscious of both your squad's and your own ammo stores.
- If you have a preference for a different weight or brand of BB, you are free to bring your own ammo, however keep in mind that MSW events are strictly "Bio-BB" ammo only! If a player supplies their own ammo, they will still be required to follow the ammo limits to which everyone else will be held. Excess BBs you wish to be re-supplied with during the event must be turned into MSW staff during registration. Please make sure your bags are clearly marked with your name and the faction you are playing on.

LMG/MMG/SNIPER

LMG/MMG & GRENADIER/HEAVY WEAPON CLASS WEAPONS:

- 9 man squads are limited to 2x LMG or 1x LMG and 1x MMG and 2 Grenadier class type weapons each.
- However, if running a LMG/MMG, it's a good idea to have a back-up weapons as LMG/MMGs tend to go down at events for some reason.
- If a designated LMG/MMG gunner and/or Grenadier player gets hit, his/her teammates MAY use those weapons while the "wounded" player is awaiting regen.

MMGs must be fired from the Bi-Pod and have a minimum engagement distance of 100 FEET!

DESIGNATED MARKSMAN RIFLES (DMR)

- We do not have squad DMR positions. SR25, M110, MK12 SPR, etc. that fire 400fps with a .20g BB are considered rifleman. Those replicas firing 550 fps with a .20g are considered sniper rifles and will follow all sniper rules listed 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 CAN NOT 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. Headshots are inevitable and often that's the only target you may have, just keep in mind that leg-shots are just as deadly as head-shots in our world. While you're at it, try to avoid the "baby-maker" area as well.
- **Sniper teams are limited to two per faction and must come complete as a team – Sniper and Spotter.**
- **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. You may not see your teammates for the duration of the event.
- **Please PM the MSW FB page to request being part of a sniper/spotter team. You must be pre-approved to carry a sniper replica and be assigned to one of the faction sniper teams to use your sniper replica.**

GRENADES

- All players may carry up to 2 grenades.
- Grenades for MSW events are restricted to “live action” type grenades like Thunder B™ & Tornado™. Inert replica grenades (like those made of rubber) are not permitted. **Tennis balls are a definite no-go!**
- When throwing a grenade yell **“FRAG OUT”** so players can keep a look out for incoming grenades.
- Hand-thrown grenades have a **“kill” radius of 10’ from where the grenade comes to rest (not point of impact)**. This is particularly important when using the Tornado™ type grenades – there are too many issues of whether or not a BB spraying from these hits a player or not, so we just treat these as if they were inert rubber grenades, but with cool effects. So no matter how far BB’s may project from the grenade itself the “kill” radius remains 10 feet from the point of rest.
- 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 players.**
- Players behind solid cover (rocks, hills, bunkers, vehicles and trees much larger than their body) with the cover between them and grenade resting place are considered alive.
- Players behind soft cover (Bushes, Shrubs, Grass, and Small Trees) are “wounded” and must follow “healing” procedures.
- If a grenade is thrown, hits an object, bounces back, lands and detonates near the thrower, they along with everyone in the 10’ radius are “hit”.
- Once a grenade is thrown it is considered “spent” until the next round of play or you “regen”. You cannot pick up a “spent” grenade and throw it again during the same round of play UNLESS you have been killed and are re-entering the game as a “fresh replacement” after regening.
- If another player returns a grenade to you during the course of a scenario, you may not use it until after you regenerate or the start of the next game/scenario.
- If a grenade is thrown into a room and detonates, every player in that room is considered dead whether they are hit with BBs or not.

ROCKETS ROUNDS

- Grenadiers only carry four (4) rockets and twelve (12) grenade shells (moss carts) and may use them all during a single round of play. This same rule applies to players using tube-style launchers that use moss carts to launch rockets. Non-Grenadier class players may not carry rockets and grenades.
- Rockets may be fired from M79, M203 and M320 type grenade launchers as well as replica launchers like the Blackpoint™ or RPG replicas.
- Home-made rocket launchers are usually permissible; however, they must look like a reasonable facsimile of an actual launcher. Bring your home-made launchers to the AO the day of the game. Game Control will ask you to demonstrate your launcher, and as long as it doesn't pose any sort of hazard, you will probably be good to go. When in doubt, paint it OD green.
- Rockets rounds must be launched and not thrown by hand. It doesn't matter if you saw them doing it in "Saving Private Ryan" it won't fly at our games.
- Acceptable rockets are the Zocker™, Nerf™ and similar type soft-foam rockets. Tennis balls **MAY NOT** be used for mortar rounds.
- Rockets must be lobbed and **should never be fired straight at players or other targets.**
- **Rockets have a "kill" radius of 20' from the point of impact.**
- Players 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.
- Players behind soft cover (Bushes, Shrubs, Grass, and Small Trees) are "wounded" and must follow "healing" procedures.
- Once a rocket has been fired it is considered "spent" until the next round of play. You cannot pick up any spent rocket and fire it again during the same round of play **UNLESS** you have been killed and are re-entering the game as a "fresh replacement" after regenerating. Any rockets you have on you are considered re-supplied when you regen.
- Grenade shells (moss carts) cannot be refilled during the course of a single round of play unless the grenadier player has been killed and is regenerating back into the game. If that is the case the grenadier is free to top off all of their moss carts/grenade shells before re-entering the scenario..
- If you come across a rocket in the field please pick it up (note where you found it) and turn it in to your side's HQ. At the end of the day return unclaimed rockets to the designated Lost & Found area so it can be returned to its owner.
- If a rocket lands in a room and detonates, every player in that room is considered dead whether they are hit with BBs or not.
- Rockets may be shot at vehicles. 1 hit = 1 kill. That kill includes all passengers and cargo.

BLANK FIRE WEAPONS

- In order to enhance the immersion MSW events, blank firing weapons will be utilized by game staff and **staff pre-approved players only**:
 - No Felony Criminal Convictions
 - 21 years or older
 - Must not have had your gun rights revoked
 - Must have BFA (No Bolt Action Rifles)
 - Approved by MSW Directors
 - Submit to a magazine and ammo inspection at any time
 - Demonstrate the 4 principles of firearms safety
- **Minimum engagement distance is 50ft.** Players using blank fire weapons must use typical blank fire safety measures and know the potential dangers inherent with their use. Only players with that knowledge and appreciation may use a blank fire weapon.
- **Blank-Fire weapons will not be used inside any MOUT facilities. Players 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 PRIMARILY to provide atmosphere, NOT determine absolute kills. Calling a hit from a blank fire weapon is voluntary and entirely a courtesy to the game. We say again, you are not required to take a hit from a blank firing gun, but it would be appreciated. With that in mind failing to call a known hit from an airsoft weapon is an honor violation and clearly cheating. Failing to call a blank fire hit is simply considered discourteous.
- In addition to providing atmosphere and ambiance, 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 player receiving the fire should react as if it were real. It is incumbent on the players' 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 players would be the unlucky and who might be the "providentially blessed" so it is left to the players to decide who (if anyone) will extend the courtesy of being "wounded".
- MSW does not supply players with blank ammunition. Players requesting to bring blank-fire weapons to enhance the experience are required to bring their own blank ammunition.

BLANK FIRE WEAPONS

continued

- 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.
- Generally, if you see an incoming muzzle flash (again, it will not likely be directly at you) and you make eye contact with the person who's shooting the blank-fire weapon, you've been smoked. Usually a blank fire shooter will fire off another quick two shots in the same direction just to let you know they're the person shooting at you.
- Blank firers may use their weapon in accordance to normal "Bang-Bang" kills inside the 15' safety zone.



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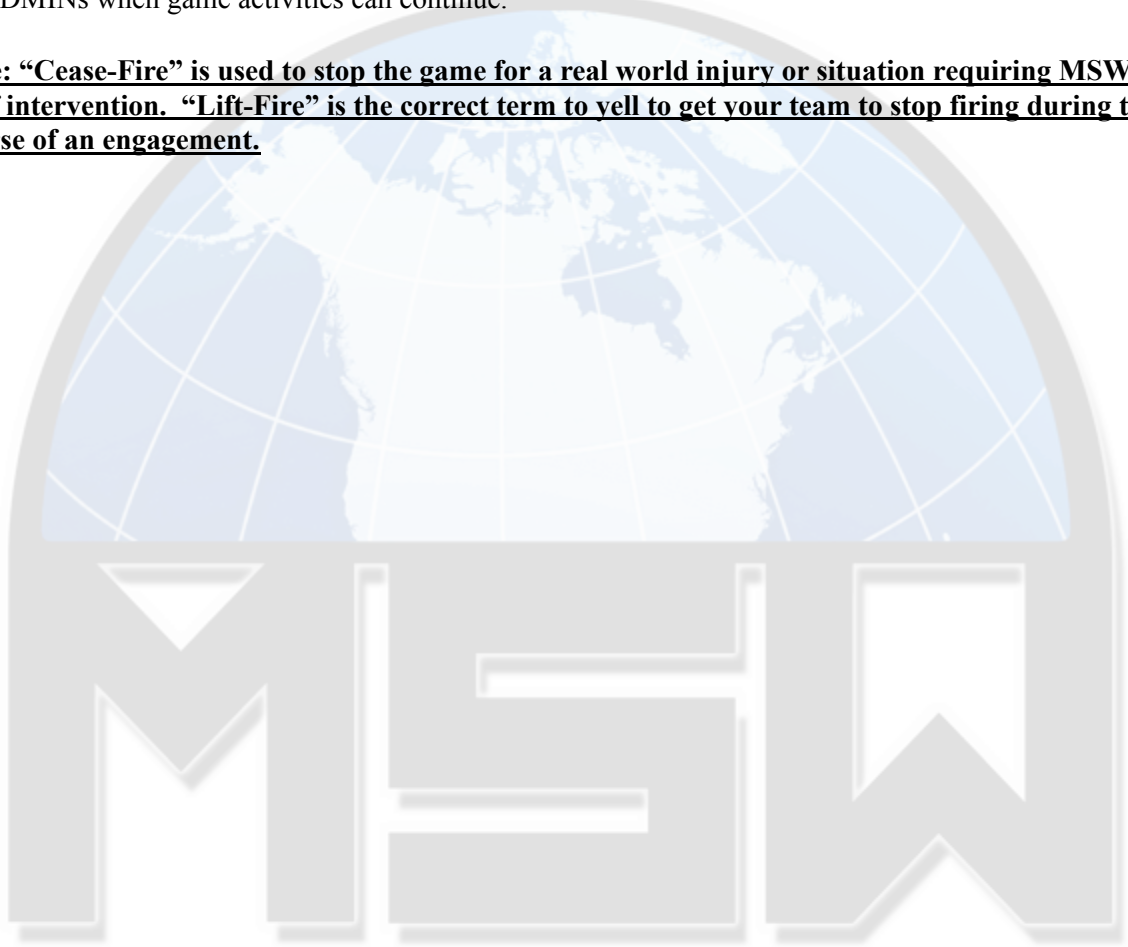
SECTION 3
Medical Rules

REAL WORLD MEDICAL

REAL-WORLD MEDICAL:

- Any real world emergencies should be reported immediately to ADMINS through the player chain of command or the ADMIN channel. **“Cease-Fire”** should be called out. All game activities stop and players should respond to the situation accordingly. **“Game On”** will only be called by ADMINS when game activities can continue.

Note: “Cease-Fire” is used to stop the game for a real world injury or situation requiring MSW staff intervention. “Lift-Fire” is the correct term to yell to get your team to stop firing during the course of an engagement.



HITS & CALLING YOUR HITS

“PARLAY”:

- If two or more opposing players knowingly encounter each other at distances of 15’ or less, they should call “parlay” and back off to a safe distance (50 meters -approximately 32-33 paces). This is to be used as a safety measure and not as a defensive or offensive tactic.

“BANG-BANG”:

- If you manage to sneak up on a player or a group of players, have a clear shot and are at a distance of 15’ or less; point your weapon at the opposing player(s) and yell out “BANG-BANG” for EACH player you are attempting to kill (this prevents 1 player from taking out an entire squad by just yelling “bang-bang” once). This is a safety measure and not to be used as a defensive or offensive tactic.
- **Please note that we DO NOT use “surrender” at our games!** Calling out “surrender” implies an opposing player has an option (comply/escape) whereas by using “bang-bang” there is no choice - the player being “bang-banged” is simply “dead”.

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 players fire simultaneously and both are hit, BOTH players are out, not the player who says “hit” first.

CALLING YOUR HITS:

- Airsoft is a game of honor. Call you own hits. Never call opposing players hits.
- When you are hit immediately fall to the ground simulate being shot for real – the louder the better. Often it is difficult to hear players over the noise of firing AEG’s and/or through brush even at short distances, so do your best to let opposing players 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 players in the area who may inadvertently believe you are still in-game and therefore shoot at you.
- Players are free to reload magazines/grenade shells once they have completed the designated healing/regen process.
- **Never regen towards an objective.** Direction should always be both away from your given objective and away from the action.

BEING “WOUNDED” AND “HEALED”

- Each player is required to carry a pouch marked with a red cross and attached to their left side to be used as an IFAK (Individual First Aid Kit). MSW will provide the wound dressing for use during the event, but we would greatly appreciate you returning it after the event for use at our future events. This helps keep costs down.
- MSW events employ rules that allow players to be “healed” by a buddy to simulate real world buddy aid from an IFAK (Individual First Aid Kit). When you are hit, follow the “Calling Your Hits” procedure. A buddy may come over to you and use the bandage from your IFAK to “heal” you. He may also use his own bandage, but then we he gets hit what will he use?
- **A player may never self-heal.**
- If a player is “wounded” and treated by their buddy or the Platoon Medic, (within the first 5 minutes) they are considered “healed”.
- “Wounded” players may disclose any enemy activity/positions, INTEL, etc., that they witnessed during their “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” or “dead”. At this point please follow the BEING “KILLED” & “REGENERATED” rules.
- “Healed” players **MAY NOT** reload hand grenades, grenades shells, rockets. If they are “healed in the field” they are essentially the same soldier they were when they were initially wounded, and therefore only have access to their original load-out.

BEING “KILLED” AND “REGENERATED”

- When a player who has been previously “wounded” and then “healed” is hit again (while wearing their bandage), they are considered “killed” and must follow the “regen” procedures.
- When a player is “wounded” and then “bleeds-out” (is not healed in the first 5 minutes) they are considered “killed” and must “regenerate” in order to re-enter the game.
- One player is designated as the medic for their platoon. They are given a set number of “casualty tags” that they can apply to “dead” players in order to “regenerate” them and allow the player to re-enter the game as a fresh replacement. A “casualty tag” is a 16oz bottle of water given to the “dead” player. The “dead” player is required to drink the entire water bottle before being considered “regenerated” and re-enter the game.
- When “wounded”, Platoon Medics can be “healed” by a buddy following the buddy aid rules under **Being “Healed” and “Wounded”**. Platoon Medics **CAN NOT** self-heal and if “killed” may only be “regenerated” by another Platoon Medic or at the CCP.
- All players that are “killed” while any of their Platoon Medics are unavailable simply head to a Casualty Collection Point and re-enter the game after having their “casualty tag” filled out.
- Bandages may be used multiple times during a single round of play; however, there will be a limited number of “casualty tags” available during a given mission in order to control the number of regens for a given side.
- While re-supplying is definitely a plus for regen a downside of being a fresh replacement is that you lose access to/knowledge of any previous INTEL you may have collected. That can be hard to do at times, but in order to keep things as “real” as possible do your best not to disclose or take advantage of any information that you would not have been privy to prior to your arrival on the field. When they do, they’re basically a fresh soldier in from the replacement depot. This is why we restrict the reloading of any hand grenades, grenade shells and rockets during a given scenario until a player completes the designated regen process.
- If a mission involves retrieving a specific item or INTEL, only “healed” players keep all access/knowledge/rights to said information/items. If a player carrying that information/items “bleeds-out” and is forced to regen they should turn those items over to a game control player if available or simply stow them in a ruck to turn in at the end of the mission as “lost” items.

CASUALTY COLLECTION

POINTS (CCPs)

- For missions where it's necessary or desirable to have players regen in specific areas, or if Platoon Medics have been "wounded"/"killed", designated CCPs may be used. In this situation "dead" players are required to move/be brought to the CCP in order to regen and re-enter the game.
- A CCP is identified as the area marked off between 3 aid flags (supplied by MSW) staked into the ground 15' apart and in the shape of a triangle. In order to move a CCP a team needs only to take down the flags and stake them into the ground at another location following the guidelines listed above. CCPs are mobile, are set up at the direction of the 1SG and are intended to be moved forward during combat. In order for a CCP to be "active" it must be set up and the 1SG must be present inside the flagged off area and running the CCP.
- **Players are not permitted to run around an AO with CCP flags and use them as a "staff of healing".**
- Players go to a CCP, it is never brought to them.
- Wounded players 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, players "regen" by being brought into the marked off area and then having their "casualty tag" filled out. Having your "casualty tag" filled out means you will be given a 16oz bottle of water and will be required to drink it all before retuning to the game.
- CCPs may be attacked and shut down during the course of a scenario/game. Players may regen at CCPs under fire. The only way to shut down a CCP is to "Wound" or "Kill" the 1SG.
- **If a CCP is shut down the players will immediately pull out the CCP marking flags to indicate the CCP is no longer active.**

CARRYING WOUNDED

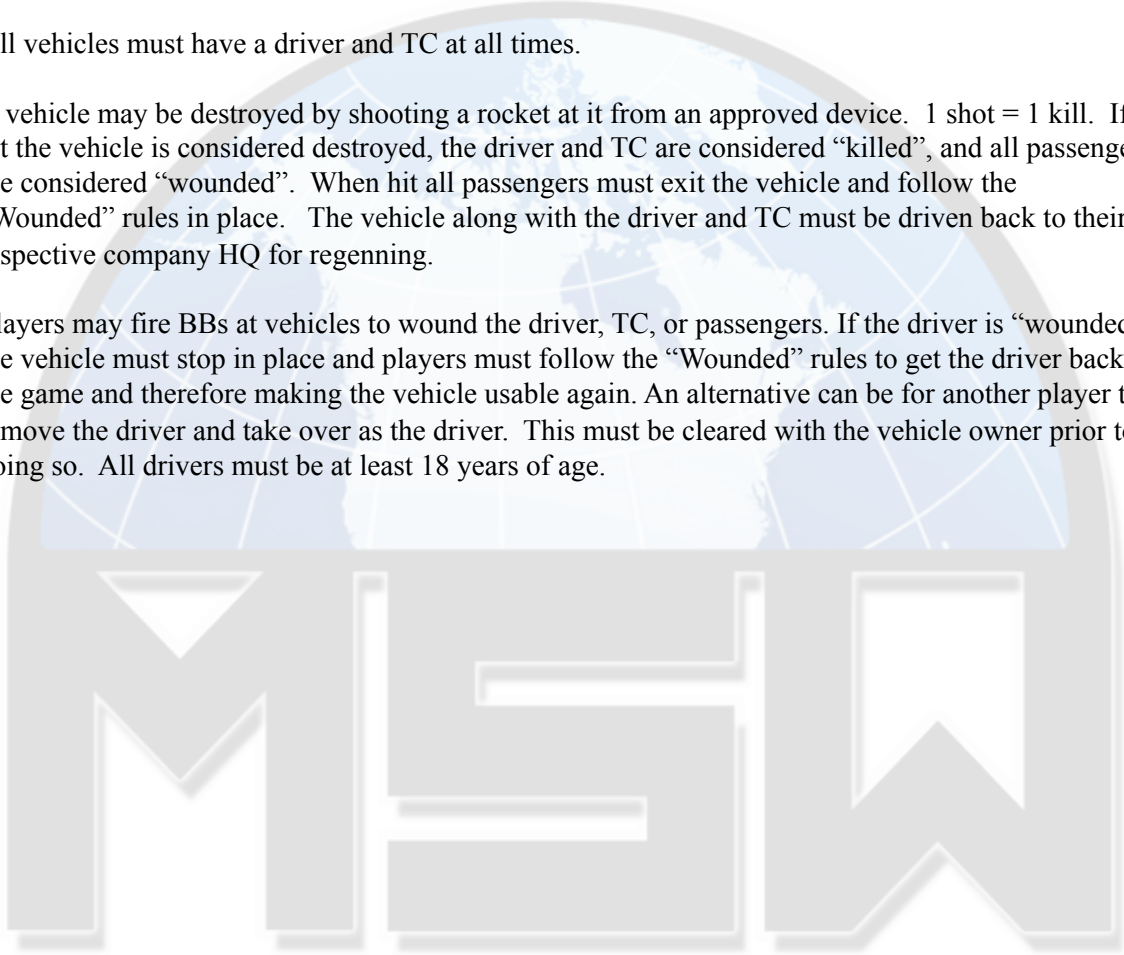
- During a given mission it may be necessary to carry a wounded soldier to a regen point in order to complete a mission successfully. To simulate carrying a wounded soldier, two team members each place 1 hand on one of the wounded player's shoulders or grab the wounded player's gear (1 on the right, and 1 on the left) and escort the wounded player to an area out of the line of fire or to the CCP at whatever pace they can manage as long as physical contact between the three players is maintained:
- "Live" players may hold and fire a weapon and "carry" a person at the same time – 1 player will need to shoot "lefty" while the other shoots "righty".
- **"Wounded" players may not fire a weapon or use any other equipment like a radio or GPS unit until they have been "healed"**.
- In the event that one of the players carrying another player is hit, the other player must "drop" the "wounded" player and wait for another player to resume the "two man" carry.
- If contact between the players is broken the "wounded" player is dropped and must remain in position until other players carry them away.
- "Dead" players in the process of heading towards regen may not be searched for INTEL or detained by opposing players. Likewise "Dead" players in the process of heading towards regen may not hand-off game props or INTEL to any live players while on their way to regen.



SECTION 4
Vehicle Rules

VEHICLES

- Player and Team vehicles are not authorized for use at MSW events unless cleared by the staff. PM the staff on the MSW Facebook page for requests.
- All vehicles must observe the posted or event directed speed limit.
- All vehicles must have a driver and TC at all times.
- A vehicle may be destroyed by shooting a rocket at it from an approved device. 1 shot = 1 kill. If hit the vehicle is considered destroyed, the driver and 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.
- Players may fire BBs at vehicles to wound the driver, TC, or passengers. If the driver is “wounded” the vehicle must stop in place and players must follow the “Wounded” rules to get the driver back in the game and therefore making the vehicle usable again. An alternative can be for another player to remove the driver and take over as the driver. This must be cleared with the vehicle owner prior to doing so. All drivers must be at least 18 years of age.





SECTION 5
Faction Organization

ROLES & RESPONSIBILITIES

Commander (CO):

- 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 team leaders

Executive Officer (XO):

- 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):

- Supervises in-processing, logistics, hygiene, player morale, and player 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 players location and condition

Company Senior Medic:

- Real World issues:
 - Develops the event medical plan and submits it to MSW staff for approval
 - Triage injured or wounded players and coordinates for follow on care at local health care facilities
 - Notifies MSW white in a timely manner of all injuries or situations for close coordination with the land owner
- Event issues:
 - Oversees and provides guidance to each team medic as required
 - Assists the 1SG in establishing the CCP
 - Treats casualties and assists in CASEVAC under the control of the 1SG
 - Aids the 1SG in field hygiene matters; personally checks the health and physical condition of the company HQ members
 - Assists XO/1SG in medical resupply operations
 - Carries out other assigned tasks assigned by the CO, XO, or 1SG

Operations SGT:

- Supervises the company CP
 - Monitors the tactical situation
 - Establishes CP security plan and radio watch schedule
 - Informs the commander of significant events
- Anticipates logistical requirements
- Assists the CO, XO, or 1SG as directed

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):

- Ensures the platoon is prepared to accomplish its mission, to include supervising PCCs/PCIs
- Prepares to assume the role and responsibilities of team leader.
- Acts where best needed to help 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.

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.

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 players 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

ROLES & RESPONSIBILITIES

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 (including call for and adjust 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).
- Operates in any environment to include the urban environment.
- 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.

Team Leader (TL):

- Assists the SL as directed

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).

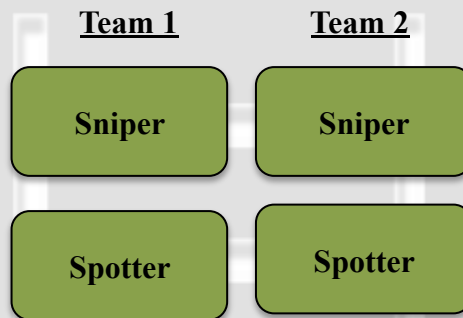
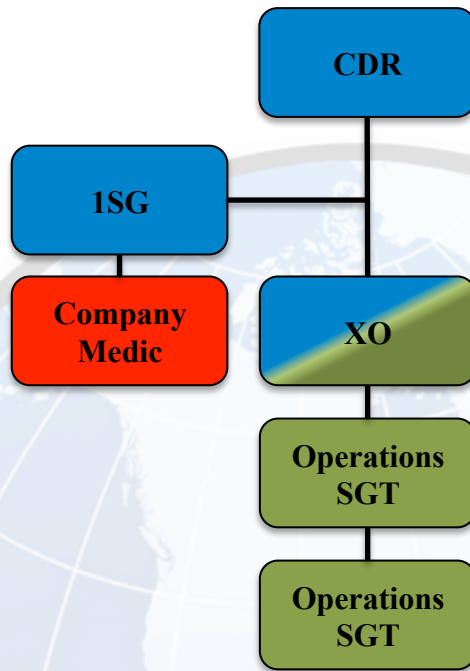
Grenadier:

- 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 target 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).

LMG/MMG Gunner:

- 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).

NATO COMPANY HQ

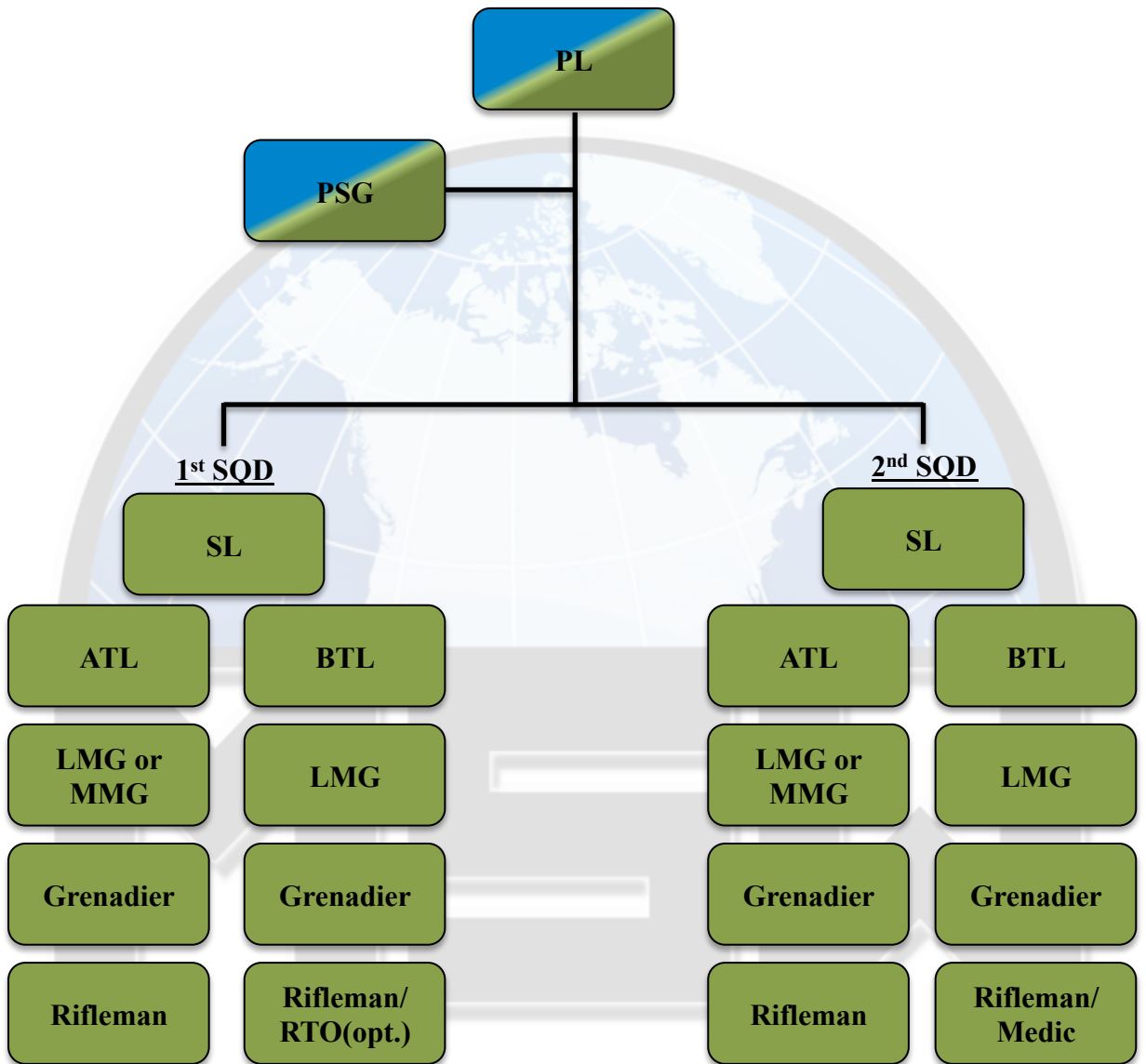


MSW Staff

Real World EMT

Player Position

NATO TEAM STRUCTURE

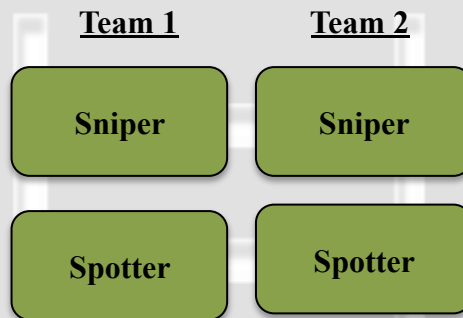
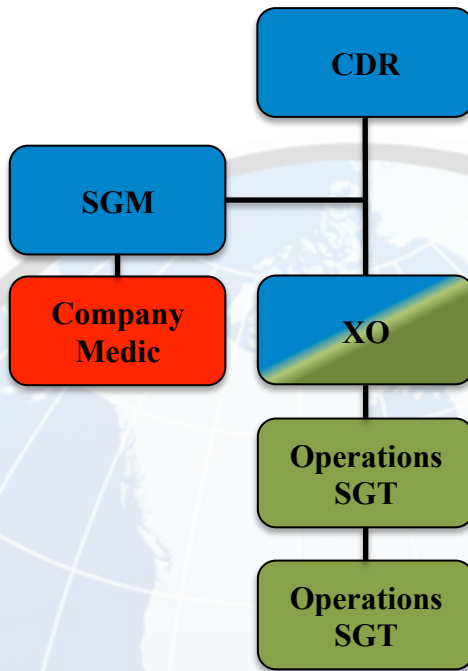


This operational model is merely a guideline for operations in the deployed AO. Players must be flexible and adaptive to changes in reporting chains and assigned duties as the mission dictates.

MSW Staff

Player Position

RUSFOR COMPANY HQ

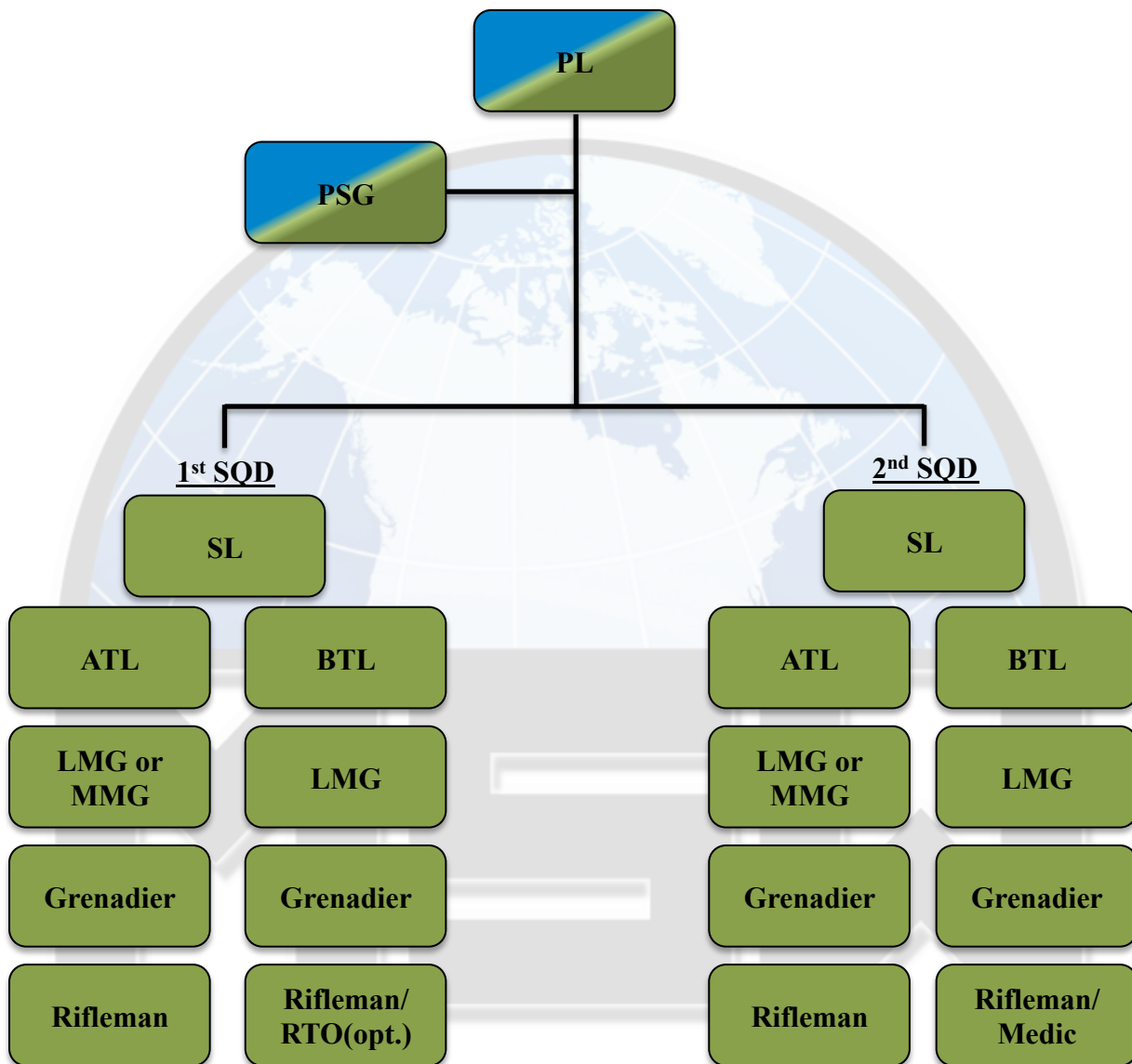


MSW Staff

Real World EMT

Player Position

RUSFOR TEAM STRUCTURE

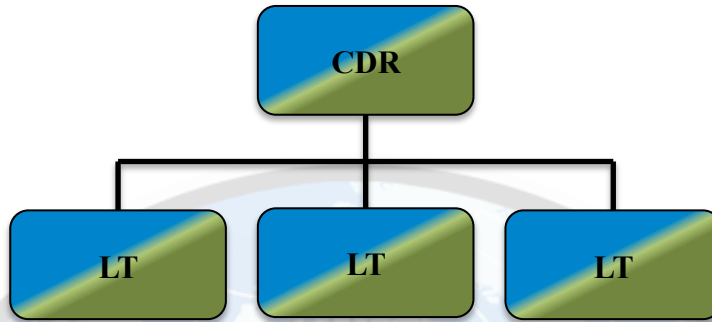


This operational model is merely a guideline for operations in the deployed AO. Players must be flexible and adaptive to changes in reporting chains and assigned duties as the mission dictates.

MSW Staff

Player Position

REGFOR COMPANY



Team 1

Sniper

Spotter

Team 2

Sniper

Spotter

Other than what is shown above, REGFOR has no organized structure as REGFOR is typically militia. However, the following rules must be followed. No more than:

- 1x LMG or 1x MMG for every 9 players
- 1x grenadier for every 9 players
- 1x medic for every group of 20 players

Let's face it, you're a militia. You don't have money for all the cool toys or excess firepower!

MSW Staff

**Player
Position**



SECTION 6
Mission Planning and
Preparation

TASK AND PURPOSE

TERMINOLOGY

- **TASK:** What must be done--**clearly defined and measurable activity accomplished by individuals and units:**

Enemy		Terrain	Friendly	
Assault	Feint	Clear	Breach	Overwatch
Attack By	Fix	Occupy	Cover	Screen
Fire	Interdict	Recon	Disengage	Support
Block	Isolate	Retain	Displace	by fire
Bypass	Neutralize	Secure	Follow	Disengage
Canalize	Penetrate	Seize	Follow and	Reserve
Contain	Pursue		Support	Retire
Defeat	Recon		Follow and	
Delay	Rupture		Assume	
Demonstrate	Suppress		Guard	
Destroy			Exfiltrate	
Exploit			Infiltrate	
			Occupy	

- **PURPOSE:** (In order to...)Why it must be done & takes precedence over TASK.

Allow	Deceive	Draw	Influence	Protect
Cause	Deny	Enable	Open	Support
Create	Divert	Envelope	Prevent	Surprise

- The main effort's purpose relates to your unit's purpose; Supporting effort's purpose relates to the accomplishment of your own unit's main effort's purpose.
- It is the unique contribution only your unit makes to the commander's concept at the decisive point and time.

TROOP LEADING

PROCEDURES

ASSEMBLE ALL PERSONNEL

RECEIVE THE MISSION

- PL/PSG/SL/TL/Patrol Leader need to know PERSTAT and maintenance status
- May be a movement order, FRAGO, or OPORD
- May be written or verbal
- Confirm the following before leaving:
 - Primary mission
 - Timeline
 - Attached personnel names & BR#
 - Destination(s)
 - Route(s) and status
 - ROE changes
 - Request imagery/photos
 - Friendly convoy AAR info
 - Recent enemy activity on route
 - QRF and MEDEVAC availability
- Convoy commander conducts confirmation brief with CO

ISSUE A WARNING ORDER

- Issued to everyone in an area free from distractions
- Provide all information from higher
- Develop an initial manifest (PSG, SL, Asst. Patrol Leader)
- Assign tasks to subordinate leaders
- Provide and initial timeline (1/3 – 2/3 rule)
- Provide initial PCC/PCI guidance
- Provide initial rehearsal guidance
- Identify initial RFIs from subordinates

TROOP LEADING

PROCEDURES

(continued)

MAKE A TENTATIVE PLAN

- Analyze the mission
 - Identify specified task(s)
 - Identify essential task(s)
 - Identify implied task(s)
 - Mission, Intent, and Concept of 2 levels up
- Identify critical personnel or equipment shortfalls and remedy
- METT-TC analysis (enemy and friendly points of view)
 - Mission (yours and higher)
 - Enemy (Composition, Disposition, Capabilities, MPCOA, MDCOA)
 - Terrain (route) and weather (be able to explain “So What?”)
 - Observation and fields of fire
 - Cover and concealment
 - Obstacles
 - Key terrain
 - Avenues of approach
- Troops and equipment
- Time available (planning and operational)
- Civilians on the battlefield
- Identify available support
- Finalize task organization (manifest)
- Change SOPs due to mission requirements or enemy TTPs

START NECESSARY MOVEMENT

- Move patrol to staging area (personnel / equipment based on time requirements)
- Issue instructions to subordinates while continuing to plan
 - NLT times for movement start / end
 - Location
 - What is the desired endstate?

TROOP LEADING

PROCEDURES

(continued)

RECONNOITER

- Several methods available (available time is the key factor)
 - Map / strip map
 - Imagery
 - Interview someone who was there recently

COMPLETE THE PLAN

- Prepare and rehearse the brief
- Develop, refine, and reproduce maps for each leader
- Develop visual aids
 - Terrain model
 - Manifest
 - Timeline
 - Map / strip map
 - Imagery
- Pre-read it from the team's point of view

ISSUE THE CONVOY BRIEF

- Use a secure location with minimal distractions
- Assemble all personnel
- Orient everyone to the visual aids
- Brief the mission and hold all questions to the end
 - Read the mission statement 2x
- Provide time hacks and take questions
- Conduct brief-backs to ensure understanding
- Synchronize watches

SUPERVISE

- Observe subordinates performing
 - Rehearsals
 - Inspections
- Ask questions to confirm understanding
- Maintain contact with higher HQ in case of changes
- Continue to refine the plan

PCCs/PCIs

INDIVIDUAL PCI

- ALL INDIVIDUAL PACKING LIST ITEMS (cleaned and serviceable)
- RUCK / CHEST RIG / PLATE CARRIER – EQUIPMENT TIED DOWN /
- IFAKs CLEARLY MARKED WITH A RED CROSS, FILLED, AND MOUNTED ON THE PLAYERS LEFT SIDE ACH
- WEAPON – SYSTEM ZEROED, FUNCTION CHECKED, TEST FIRED, CLEANED AND LUBRICATED, SENSITIVE ITEMS TIED DOWN PROPERLY
- NVGs OPERATIONAL / ACH MOUNT SECURED
- WATER (camelback full) / RATIONS (stripped / packed)
- ALLERGY TAGS / PICTURE ID / DRIVER'S LICENSE
- BRIEFED ON CURRENT SITUATION / MISSION
- FLASHLIGHT
- ROE CARD
- AMMUNITION (magazines loaded / excess stored)
- PEN / PENCIL / PAPER
- GRENADES SECURE
- HEARING PROTECTION (optional)
- WATCH
- 9LINE w/MIST / CALL FOR FIRE CARD / 9 LINE UXO
- BALLISTIC EYE PROTECTION
- GLOVES
- ELBOW AND KNEE PADS (optional)
- SPARE BATTERIES (NVGs, Flashlight, Radio, GPS, Optic, Camera)
- CAMERA (optional)
- DIGITAL VOICE RECORDER (optional)
- CASH (in local currency)

LEADER PCI

- COMMUNICATIONS
- GPS WITH WAYPOINTS
- MAP / COMPASS / PROTRACTOR / OVERLAYS
- BINOCULARS
- CONTROL MEASURES / GRAPHICS / FIRE SUPPORT PLAN
- WEATHERPROOF SECTOR SKETCHES (2)
- SENSITIVE ITEMS INVENTORY CARD
- ALCOHOL MARKERS
- PEN / PENCIL / PAPER
- STROBE LIGHT
- LOAD PLAN
- MANIFEST
- INTERPRETER – (briefed on the basics of his mission, his role, and the topics of conversation during the engagement)

MISSION KNOWLEDGE PCI (all)

- CHECK TO MAKE SURE THE PLAYER KNOWS THE UNIT'S MISSION (Task & Purpose)
- AT A MINIMUM, THE PLAYER SHOULD KNOW WHO, WHAT, WHERE, WHEN, AND WHY
- CHECK TO MAKE SURE THE PLAYER IS PREPARED TO ACCOMPLISH ANY SPECIFIC TASKINGS ASSIGNED TO HIM/HER
- CHECK TO MAKE SURE THE PLAYER KNOWS THE CONCEPT OF THE OPERATION, TO INCLUDE THE CONTROL MEASURES AND WHERE ADJACENT UNITS ARE
- CHECK TO MAKE SURE THE PLAYER KNOWS THE HIGHER HQ's INTENT

PCCs/PCIs

RTO PCI (self and team members)

- ALL RADIOS OPERATIONAL
- HAND MICS / HEADSETS OPERATIONAL AND CONNECTED PROPERLY
- ANTENNAS SERVICEABLE AND TIED DOWN
- SPARE BATTERIES ON HAND
- HAND HELD SINGARS, BACKPACKS, AND ACCESSORIES SERVICEABLE AND COMPLETE
- ALL CONNECTORS AND RECEPTICLES CLEAN
- RTO LOGS / PENS
- SOI
- WIRE / BLACK ELECTRICAL TAPE
- COMMEX – 2 LEVELS UP AND DOWN
- SPARE BATTERIES
- GPS / DAGR
- EXECUTION CHECLIST(s)

GRENADIER PCI

- M203 VEST OR BELT – with basic load IOW OPOD
- AMMUNITION STORED PROPERLY
- QUADRANT / LEAF SITE OPERATIONAL
- GRENADE SHELLS FILLED WITH GAS AND BBs

MEDIC PCI

- CHEM LIGHTS / IR FOR DUST OFF
- MEDIC BAGS (Water Bottles Restocked - 8)
- TEAM IFAKs CLEARLY MARKED WITH A RED CROSS, FILLED, AND MOUNTED ON THE PLAYERS LEFT SIDE
- 9LINE w/MIST

LMG/MMG GUNNER PCI

- NIGHT OR DAY SIGHTS MOUNTED / SECURE / ZEROd
- SLING
- TRIPOD COMPLETE / SERVICEABLE
- COMPLETE BII
- AMMUNITION / AMMO BAG– load out IAW OPOD
- WEAPONS CLEANING EQUIPMENT
- REPAIR TOOLS
- WEATHERPROOF RANGE CARD 2X
- GUNNER DOWN DRILL CONDUCTED



SECTION 7
Commo

CALL SIGNS / BR# SOP

(For NATO & RUSFOR)

Company	
Position	Call Sign
Commander	6
1SG	7
XO	5

BR# formatting will be the first two letters of the Soldiers last name and the last four of their SSN.
 Ex. PFC John Smith = SM1234

Company TOC	
Position	Call Sign
TOC	Per OPOD

Sniper Teams	
Position	Call Sign
Team 1	Sniper 1
Team 2	Sniper 2

Platoon	
Position	Call Sign (x=team #)
Platoon Leader	x6
Platoon Sergeant	X7
RTO	x6R
1 st Squad Leader	X1
2 nd Squad Leader	X2

COMMUNICATION RULES

The following channel frequencies are in use for MSW events:

ADMIN/Game 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 games however, players may only listen and cannot key their mike or interfere in anyway with the communications or frequencies assigned to opposing forces. Players are required to be able to contact the game admins on the ADMIN channel for real world situations however, **players are strictly forbidden from monitoring or scanning the ADMIN channels during gameplay.**

Players 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 game experience. Showing up and having radios that cannot talk on the main command frequencies is not acceptable.

The only players authorized to carry or use radios are:

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

All other players are strictly forbidden from carrying and using radios.



SECTION 8
9 Lines/HLZs/CFF

9 Line MEDEVAC w/ MIST

Line	Description	
1	Location of pick-up site	
2	Radio frequency and call sign	
3	Number of patients by precedence	
	A	Urgent
	B	Urgent Surgical
	C	Priority
	D	Routine
	E	Convenience
4	Special equipment required	
	A	None
	B	Hoist
	C	Extraction
	D	Ventilator
	E	Other
5	Number of patients, by type:	
	A	Litter
	B	Ambulatory
6a	Security of pick-up site (wartime)	
	N – No enemy troops P – Possible Enemy troops E – Enemy in area – caution X – Enemy in area – Armed Escort Required	
6b	Description of injuries, number and type of wounded (peacetime)	
7	Method of marking pick-up site	
	A	VS-17 Panel
	B	Pyro
	C	Smoke
	D	None
	E	Other (state type)
8	Patient nationality and status	
	A	US Military
	B	US Civilian
	C	Non-US Military
	D	Non-US Civilian
	E	Other (state type)
9a	MIST	
	M-Mechanism of Injury I- Injuries Sustained S-Status of Patient T-Treatment Provided	
9b	LZ terrain description / hazards at LZ (peacetime)	

IED/UXO REPORT

Line	Activity	Details									
1	Date-time Group <i>When UXO / IED discovered</i>	Day	Hour	Month	Year	Unk					
2	Reporting unit / activity and UXO / IED Grid coordinates	Unit / Activity		Grid			Details				
3	Contact method <i>(How EOD team can contact the reporting unit / person)</i>	POC					Location				
		Phone		Name		Unit					
4	Discovering unit POC	Phone				Unit					
		MSE		DSN		Freq		Call sign			
5	Type of UXO	Unk	Dropped		Projected		Thrown		Placed		IED
			#	Fired	#	Fired	#	Fired	#	Fired	
				no yes		no yes		no yes		no yes	
6	Hazard caused by the item	Chemical Threat		Limits				Personnel			
		no	yes	Key route		Access		WIA	KIA	No	
7	Resources Threatened	Type									Unk
		Equipment		Facility		Install.		Others			
8	Impact on mission <i>(Your current situation and how the presence of the UXO / IED affects your status)</i>										
9	Protective measures <i>(Describe measures taken to protect personnel and equipment)</i>										

FIRE MISSIONS

CAS 9-Line

- 1) IP Grid _____
- 2) Heading-(Deg) _____
- 3) Distance (NM) _____
- 4) TGT Elev (ft) _____
- 5) TGT Desc _____
- 6) TGT Loc _____
- 7) Type of Mark _____
- 8) LOC of Friendly/Method of Marking _____
- 9) Egress Dir _____

Ensure Lines 4/6 are read back

CCA 5-Line

_____ this is _____ Fire Mission, Over.

My Location is Grid _____, marked by _____ Over. (TGT DESC), marked by _____ Over.

Remarks _____

Remarks should include a TGT Talk on; Always start big to small

GRID MISSION

_____ this is _____ ADJ Fire/FFE Over.

Grid _____ Alt _____

Over.

(TGT DESC) Over.

Direction _____ Over.

TGT DESC Should include 1. What the TGT is 2. What the TGT is doing 3. Size & Shape 4. Degree of protection & 5. # of elements in the target

IMM SUPPRESSION/SMOKE

_____ this is _____ -Immediate Suppression, Grid _____ alt _____ Over.

_____ this is _____ -Immediate Smoke, Grid _____ alt _____ Over.

Normal Standard for these missions is 2 rdns HE & 2 rdns WP unless otherwise specified

The background of the page features a large, light blue globe with a white grid of latitude and longitude lines. The globe is centered behind the text. Below the globe, the letters 'MGSW' are displayed in a large, bold, grey font with a white outline. The text 'SECTION 9' is centered over the globe and underlined, and 'Reports' is centered below it, also underlined.

SECTION 9
Reports

LACE REPORT

Liquids	>75%	50%	25%	0%
Ammo	>75%	50%	25%	0%
Casualties	>75%	50%	25%	0%
Equipment	>75%	50%	25%	0%

LACE reports are automatically compiled after contact with the enemy and after security has been established. First Line Leaders should not wait for their superior to ask for the LACE report. It is automatic.

SPOT REPORT

SIZE: _____

ACTIVITY: _____

LOCATION: _____

UNIFORM: _____

TIME: _____

EQUIPMENT: _____



SECTION 10
Tactical Questioning

TACTICAL QUESTIONING

Key Points for small unit leaders: TQ is asking DIRECT questions, conducted at or near the point of capture (local security concerns dictate), and only conducted detained or captured personnel.

Players should be constantly aware of conditions such as—

- Armed elements. Location of factional forces, minefields, and potential threats.
- Homes, buildings, and other personal property.
- Infrastructure. Presence of functioning stores, service stations, and open air markets; condition of public areas and resources, such as roads, bridges, and power lines; availability of public utilities (water, electricity, sanitation) through regular delivery means.
- People. Numbers, sex, and age; visible health; clothing; daily activities; leaders; residences or status of dislocated civilians or evacuees.
- Contrast. Has anything changed? For example, are there new locks on buildings? Are windows boarded up or are previously boarded-up windows now open, indicating a change of use of a building? Have buildings been defaced with graffiti?

The following basic list of example questions can be tailored to fit requirements as needed. Keep in mind that they are only examples.

- What is your name? (Require verification with identification papers, and check any applicable lists or rosters, such as “detain,” “of interest,” or “protect.”)
- What is your home address?
- What is your occupation?
- Where were you going? (Get specifics.)
- Why are you going there? (Get specifics.)
- What route did you travel to arrive here?
- What obstacles (or hardships) did you encounter on your way here?
- What unusual activity did you notice on your way here?
- What route will you take to get to your final destination?
- Whom do you (personally) know who actively opposes friendly forces? Follow this up with, “Who else?” If the person knows of anyone in this category, ask the nature of any hostile activities including when and where such activities have occurred.
- Why do you believe we (your side/faction) are here?
- What do you think of our presence (your side/faction) here?

In questioning, **DO NOT**—

- Attempt to force or scare information out of them.
- Mention that they may be interrogated later or try any other “scare tactic.”

The **Tactical Conflict Survey** is one way of obtaining local perceptions in which surveyors ask the following four questions. Understanding the “why” for each question is critical.

1. Has the number of people in the village population changed in the last year? WHY?
2. What is the most important problem facing the village/town/neighborhood? WHY?
3. Who do you believe can solve your problems? WHY?
4. What should be done first to help the village/town/neighborhood? WHY?



SECTION 11
Recovery

POST MISSION RECOVERY PROCEDURES

Immediately after returning from a mission teams must go into recovery operations to ensure they are ready for the next mission. It is incumbent upon all leaders to ensure the team begins recovery operations before conducting any other activity.

1. All gear and equipment inventoried for accountability
2. Replica maintenance:
 - i. Wipe down/clean/lubricate replica
 - ii. Identify and repair any issues
 - iii. Reload all magazines
3. Inspect, service and reload any grenades or grenades shells
4. Check battery status on all electronics (AEG, Radio, GPS, NVGs, Camera, etc.) and replace/charge as needed
5. Inspect, service and repair 1st, 2nd and 3rd line gear
6. Supply requests forwarded up the chain for re-supply (PSG)
7. Top off water and food/snacks
8. Prep and layout all equipment in preparation for next mission
9. PCCs/PCIs
10. Tend to personal issues (rest, eat, bathroom, etc.)

The background features a large, light blue globe with a white grid of latitude and longitude lines, centered behind the text. Below the globe, the letters 'MGSW' are displayed in a large, bold, grey font with a white outline. The text 'SECTION 12' and 'Quick Reference' are both underlined.

SECTION 12
Quick Reference

COMMON TERMS

AAR: *after action review*

AI: *area of interest*

AO: *area of operations*

ASCOPE: *areas, structures, capabilities, organizations, people, events*

CCP: *casualty collection point*

COA: *Course of Action*

DTG: *date time group*

FRAGO: *fragmentary order*

GOTWA: *Where the leader is **Going***

***Others** he is taking with him*

***Time** he plans to go*

***What** to do if the leader does not return in time*

*The unit and leader's **Actions** on chance contact while the leader is gone*

IOT: *In Order To*

LOA: *limit of advance*

METT-TC: *mission, enemy, terrain and weather, troops and support available, time available, civil considerations*

MOE: *measure of effectiveness*

MOP: *measure of performance*

MOSS MOUSE: *mass, objective, security, surprise, maneuver, offense, unity of command, simplicity, economy of force*

MDCOA: *most dangerous course of action*

MPCOA: *most probable course of action*

NLT: *No Later Than*

OAKOC: *observation and fields of fire, avenues of approach, key terrain, obstacles and movement, and cover and concealment*

OPORD: *operations order*

ORP: *objective rally point*



PIR: *priority intelligence requirements*

SALUTE: *size, activity, location, unit/uniform, time, and equipment*

TRP: *target reference point*

WARNO: *warning order*

CLASSES OF SUPPLY

<i>SUPPLY CLASS</i>	<i>DEFINITION</i>
I 	Subsistence, water, and gratuitous health and comfort items
II 	Clothing, individual equipment, tentage, organizational tool sets and kits, hand tools, unclassified maps, administrative and housekeeping supplies and equipment.
III 	Petroleum, oils, and lubricants (POL).
IV 	Construction and barrier materiel.
V 	Ammunition.
VI 	Personal demand items normally sold through exchanges.
VII 	Major end items.
VIII 	Medical materiel, including repair parts peculiar to medical equipment.
IX 	Repair parts and components.
X 	Materiel to support nonmilitary programs.

MORTOR RANGES

ARTY & MORTAR MIN & MAX RANGES						
WPN	Ammunition		Danger Close	Range		Rates of Fire
	Model	Type		Min	Max	
60mm M224	M720	HE	600m	70	3489	30 rnds/min for 4 min chg2 then 20 rds/min sustained; Diameter of Illum: M721- 500m, M83A3 300m
	M888	HE		70	3489	
	M49A4	HE		45	1830	
	M722	WP		70	3489	
	M302A1	WP		35	1830	
	M721	ILLUM		200	3489	
	M83A3	ILLUM		725	950	
81mm M29A1	M374A2	HE	600m	70	4600	25 rnds/min for 2 min the 8 rds/min sustained; Diameter of
	M374A3	HE		73	4800	
	M375A2	WP		70	4595	
	M301A3	ILLUM		100	3150	
81mm M252	M821	HE	600m	80	5800	18 rnds/min for 2 min then 8 rds/min sustained; Diameter of Illum: 650m
	M889	HE		83	5800	
	M374A3	HE		73	4800	
	M819	RP		300	4875	
	M375A2	WP		73	4595	
	M853A1	ILLUM		300	5060	
	M301A3	ILLUM		100	3950	
120mm M120	M57	HE	600m	200	7200	16 rnds/min for 1 min then 4 rds/min sustained; Diameter of Illum: 1500m
	M68	WP		200	7200	
	M91	ILLUM		200	7100	
	M933	HE/PD		200	7200	
	M934	HE/MOF		170	7200	
	M929	WP		170	7200	
	M930	ILLUM		170	7200	

ARTILLERY RANGES

Artillery	Ammunition		Danger Close	Range (meters)			Rates of Fire
	Projectile	Fuze		Max	DPICM	RAP	
105mm	HE,HC, WP,ILLUM, APICM, DPICM	PD, VT, MTSQ, Delay, ET, MT	600m	11,500	14,100	19,100	Sustained Rate of Fire 3 rnds/min. Max rate of fire: 10 rnds/min
155mm	HE,HC, WP,ILLUM, APICM, DPICM, M825 Smoke, SCAT-MINE	PD, VT, MT, ET, MTSQ, Delay	600m	18 300 or 22,000 with M795 HE, M825 Smoke	18,000 or 28,200 with M864	30,000	Sustained rate of fire: 2 rnds/min. Max rate of fire:4 rnds/min
155mm	HE. HC, WP, ILLUM, APICM, DPICM, M825 Smoke, SCAT-MINE	PD, VT, MT, ET, MTSQ, Delay	600m, 170m with XM982	18,200 or 21700 with M795 HE, M825 Smoke: 24500 with XM982	17,900 or 28,100 with M864	30,000	Sustained rate of fire: 1 rnd/min. Max rate of fire: 4rnds/min
155mm	HE. HC, WP, ILLUM, APICM, DPICM, M825 Smoke, SCAT-MINE	PD, VT, MT, ET, MTSQ, Delay	600m, 170m with XM983	22,000 w/M201A1 CHG 8S or 22,500 w/ M232, Zone 5: 24,500 w/XM982	N/A	30,000	Sustained rate of fire: 2 rnds/min IAW Thermal Warning Device. Max Rate of fire: 4 rnds/min fore 2 min