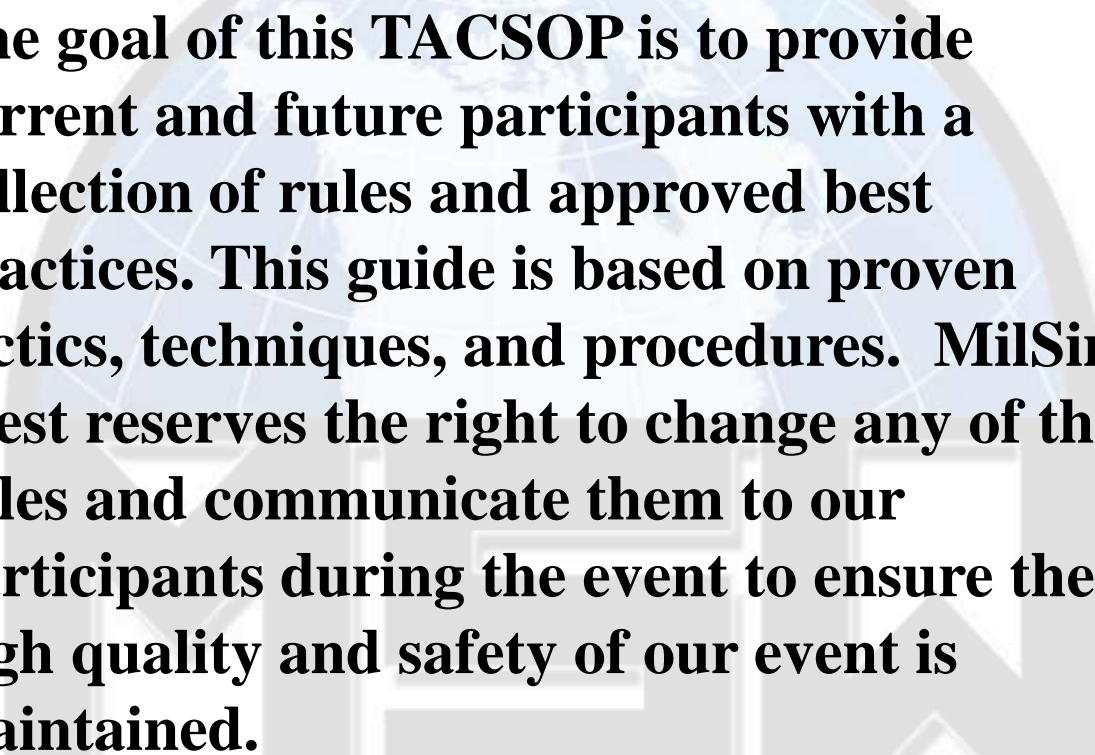


MilSim West

TACSOP



The background features a large, faint watermark of the MilSim West logo. It consists of a stylized figure of a soldier in a combat stance, positioned in front of a globe. The globe is partially obscured by a large, semi-transparent archway that frames the central figure. The entire logo is rendered in a light blue and grey color scheme.

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 during the event to ensure the high quality and safety of our event is maintained.

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 is made, 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 command 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. **Minimum engagement distances are:**
 - a. Rifleman & Grenadier - None
 - b. MMGs – 50ft
 - c. DMR/Sniper – 100ft
 - d. Blank-Fire – 20ft
6. **Blank Fire is not authorized inside of buildings and structures.** You must transition to an airsoft replica to engage the enemy inside.
7. Commercially produced smoke grenades, pea grenades, TAGs Grenades, and flash grenades are authorized for participant use.
8. **Smoke grenades are not authorized for use inside buildings and structures.**
9. **Participants are not authorized to bring or use fireworks.**
10. **Homemade pyrotechnics are not authorized.**
11. 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 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 HQ so it may be returned to its rightful owner.

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 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 and bottoms 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.
- Approved **Cold/Wet Weather gear** colors and patterns:
 - NATO: Approved camouflage pattern, tan, alpha gray (PCU).
 - RUSFOR: Approved camouflage only.
 - REGFOR: Approved camouflage pattern, ranger green, and OD green.
- Due to the extreme nature of our events and AOs we **highly recommend and encourage** participants 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 participants 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, SL, and TLs**)
 - 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, SL, and TLs**)
 - 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 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 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
- Large heavy-duty garbage bag to haul out your trash, whatever you pack in you need to pack out**
- A lock to secure your stuff when lockers are available**

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 firebase with a bunch of orange, red, and blue tents doesn't look like a firebase 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.

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:

- Participants who attend MSW events are **required** to carry a weapon that is appropriate for the faction they will be attending as - so US participants use US weapons, RUSFOR participants use Russian/Soviet weapons and REGFOR participants may use any weapon they choose.

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

- MMG = Medium Machine Gun (M240B, M60, MK48, PKM) and **must be fired from the Bi-Pod or supported position and have a minimum engagement distance of 50 FEET!**
 - Supported position is defined as laying the barrel or forward grip of the MMG across a log, sandbag, wall, or any other permanent non-moving object. MMGs are not authorized to be fired from the hip or while the participant is on the move. They must be fired while stationary.
- USFOR: M16 Variant, SCAR variants, M4 variants, M249 variants (LMG), M240 variants (MMG), Stoner, M40, SR25, M14 variants, M60 (MMG), MK46 (LMG), or MK48 (MMG).
- RUSFOR: AK variants, SVD variants, PKM (MMG) variants, RPK (LMG) 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 and 1x MMG. Squads are also only authorized 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.
- **Fake Knives are not authorized in our events. Please leave them at home.**

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.
- 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: 400fps w/0.20g, 366fps w/0.25g

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

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

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

DMR/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

AMMO (BB) RESTRICTIONS:

- Based on trends in the MILSIM world 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.
- 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.
- If you have a preference for a different weight or brand of BB you are authorized to bring your own ammo, just ensure you bring bio BBs and you adhere to the ammo restriction in place for the event. 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/GRENADIER

LMG/MMG CLASS WEAPONS:

- 9 man squads are limited to 2x LMG or 1x LMG and 1x MMG class weapons each.
- 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 its constant manning is highly encouraged. Once the LMG/MMG gunner is either "healed" or "regen'd" allow them to take back over operation of the weapon system.
- **MMGs must be fired from the Bi-Pod or supported position and have a minimum engagement distance of 50 FEET!**
 - Supported position is defined as laying the barrel or forward grip of the MMG across a log, sandbag, wall, or any other permanent non-moving objective. MMGs are not authorized to be fired from the hip or while the participant is on the move. They must be fired while stationary.

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 regen.

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/9man element
- Bolt action rifles are not authorized for use as DMR platforms.

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.**
- **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 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.**

HAND GRENADES

- All participants may carry up to 4 hand grenades.
- Hand Grenades for MSW events are restricted to “live action” type grenades like Thunder B™ , Tornado™, TAGs Hand Grenades, or pea grenades. Inert replica grenades (like those made of rubber) are not permitted. **Tennis balls are a definite no-go!**
- 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 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 participant 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 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 resting 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 10’ radius are “hit”.
- If a hand grenade is thrown into a room and detonates, every participant in that room is considered dead whether they are hit with BBs or not. You may kick the grenade out of the room 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. Please stay safe.

ROCKETS & 40mm ROUNDS

- Acceptable rockets & 40mm Grenades are the Zocker™, Nerf™ (or similar type soft-foam rockets), TAGs 40mm Grenades or any 40mm airsoft BB shower grenade. Tennis balls **MAY NOT** be used for mortar rounds.
- Rockets/40mm grenades 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 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. MSW Staff will ask you to demonstrate your launcher and as long as it doesn't pose any sort of hazard you will most likely be good to go. When in doubt, paint it OD green.
- 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.**
- 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.
- 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 event as a “fresh replacement” after regening. Any rockets you have on you are considered re-supplied when you regen.
- 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 or 40mm grenade lands in a room every participant in that room is considered dead whether they are hit with BBs or not.
- Vehicles may be taken out by rockets & 40mm grenades (excluding BB showers) only. 1 rocket equals a kill on the vehicle, the driver, and the TC. All passengers are considered wounded and must follow “Wounded” rules.

BLANK FIRE WEAPONS

- In order to enhance the immersion MSW events, blank firing weapons will be utilized by event staff and **staff pre-approved participants only**:
 - No Felony Criminal Convictions
 - 21 years or older
 - Must have BFA (No Bolt Action Rifles)
 - Submit to a magazine and ammo inspection at any time
 - Demonstrate the 4 principles of firearms safety
- **Minimum engagement distance is 20ft.** 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 appreciation may use a blank fire weapon.
- **Blank-Fire weapons will not be used inside any MOUT facilities. 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. So don't be upset if a player doesn't go down when you shoot at him with a blank-fire weapon.
- 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 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.

The background features a semi-circular globe with a grid of latitude and longitude lines. Overlaid on the globe is a large, stylized, light gray logo consisting of the letters 'M', 'E', 'G', and 'W' in a bold, blocky font. The text 'SECTION 3' is centered over the globe, and 'Medical Rules' is centered below it. Both text elements are underlined.

SECTION 3
Medical Rules

REAL WORLD MEDICAL

REAL-WORLD MEDICAL:

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

Note: “Cease-Fire” is used to stop the event 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

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 event of honor. 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 regen towards an objective.** Direction should always be both away from your given objective and away from the action.

BEING “WOUNDED” AND “HEALED”

- Each participant 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 participants to be “healed” by a buddy to simulate real world buddy aid from an IFAK. 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 participant may never self-heal.**
- If a participant is “wounded” and treated by their buddy or the Platoon Medic, (within the first 5 minutes) they are considered “healed”.
- “Wounded” participants 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” participants **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 participant who has been previously “wounded” and then “healed” is hit again (i.e.. while wearing their bandage), they are considered “killed” and must follow the “regen” procedures.
- When a participant 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 event.
- One participant is designated as the medic for their platoon. They are given a set number of “casualty tags” that they can apply to “dead” participants in order to “regenerate” them and allow the participant to re-enter the event as a fresh replacement. A “casualty tag” 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 “regenerated” and re-enter the event.
 - Platoon 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. If you lose a water bottle your platoon now has one less regen resource to keep it up and running.
- When “wounded”, Platoon Medics can be “healed” by a buddy following the buddy aid rules under **Being “Healed” and “Wounded.”** Platoon Medics **CANNOT** self-heal and if “killed” may only be “regenerated” by another Platoon Medic or at the CCP.
- All participants that are “killed” while any of their Platoon Medics are unavailable simply head to a Casualty Collection Point and re-enter the event 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 participant completes the designated regen process.
- If a mission involves retrieving a specific item or INTEL, only “healed” participants keep all access/knowledge/rights to said information/items. If a participant carrying that information/items “bleeds-out” and is forced to regen they should turn those items over to an event control participant if available or simply stow them in a ruck to turn in at the end of the mission as “lost” items.
- When moving towards the medic or CCP please hold your weapon over your head and in the air to indicate you are dead.
- **Medics may not regen players inside buildings.**

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 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 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.
- **Participants are not permitted to run around an AO with CCP flags and use them as a "staff of healing".**
- Participants go to a 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 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 event.
- CCPs may be attacked and shut down during the course of a scenario/event. Participants 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 participants will immediately remove the CCP marking flags to indicate the CCP is no longer active.**
- **CCPs may not be set up inside buildings.**

CARRYING WOUNDED & SEARCHING

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 participant's shoulders or grab the wounded participants tac gear (1 on the right, and 1 on the left) and escort the wounded participant 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 participants is maintained:
- "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."
- **"Wounded" participants 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 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.

Searching

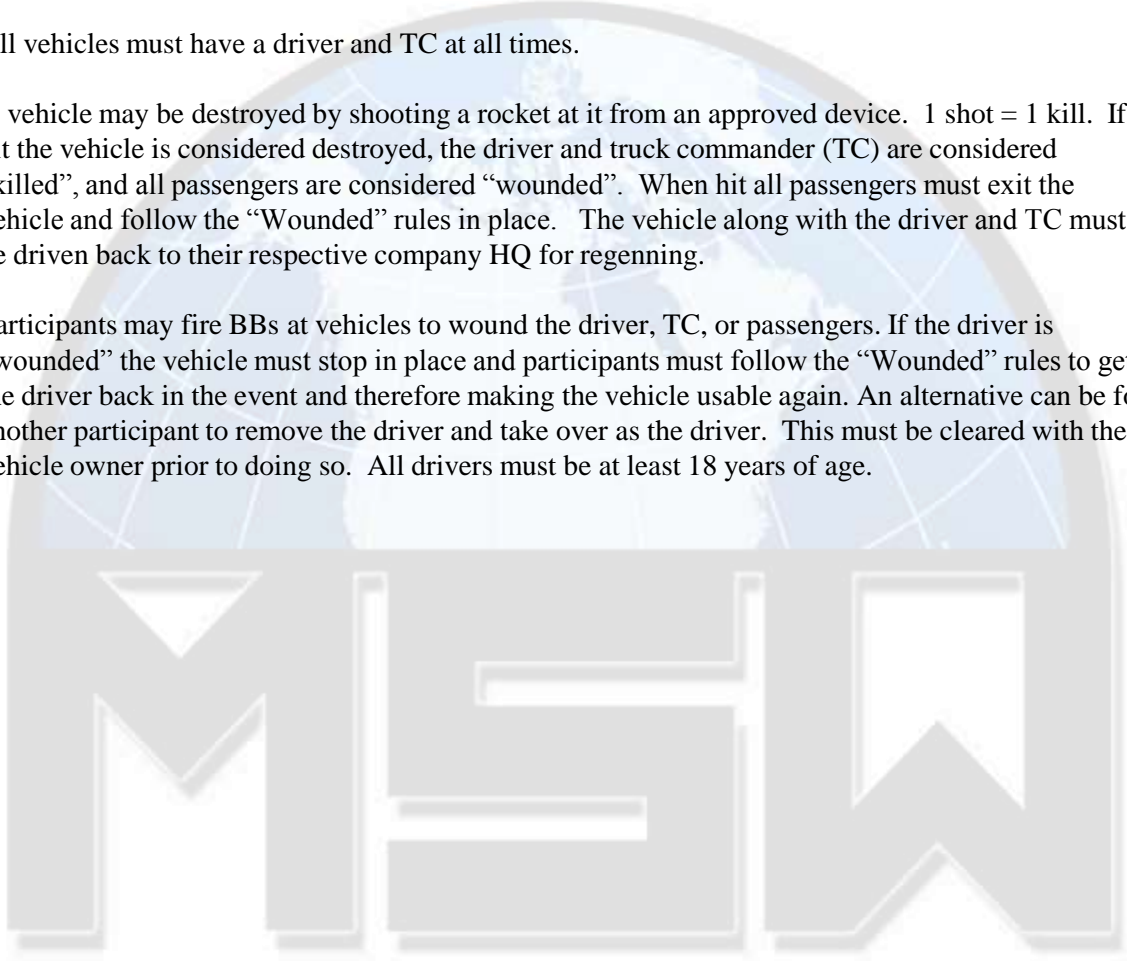
- Searching participants for intel is allowed and highly encouraged. The search procedure may take place while a participant is either "Wounded" or "Killed/Dead." This also includes stopping a dead participant while they are walking back to the medic or CCP.
- In order to search a participant you only need to walk up to them and 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.
- 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!**
- At no time are participants allowed to go hands on with other participants. This is to avoid heated situations and intrusions of privacy.
- **Under no circumstances will participants be bound or zip tied.**

The background features a large, semi-circular globe with a grid of latitude and longitude lines. The globe is light blue and white. Below the globe, the letters 'MGSW' are written in a large, bold, grey font with a white outline. The text 'SECTION 4' and 'Vehicle Rules' is centered over the globe.

SECTION 4
Vehicle Rules

VEHICLES

- Participant 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 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 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, 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

Company Senior Medic:

- Real World issues:
 - Develops the event medical plan and submits it to MSW staff for approval
 - Triage injured or wounded participants and coordinates for follow on care at local health care facilities
 - Notifies MSW staff 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 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.

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 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

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).

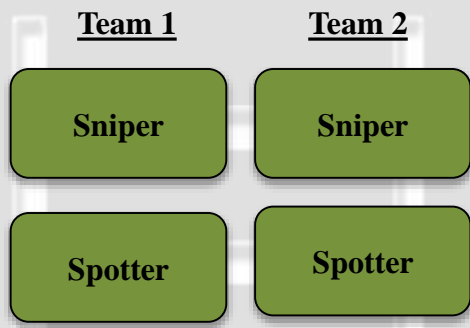
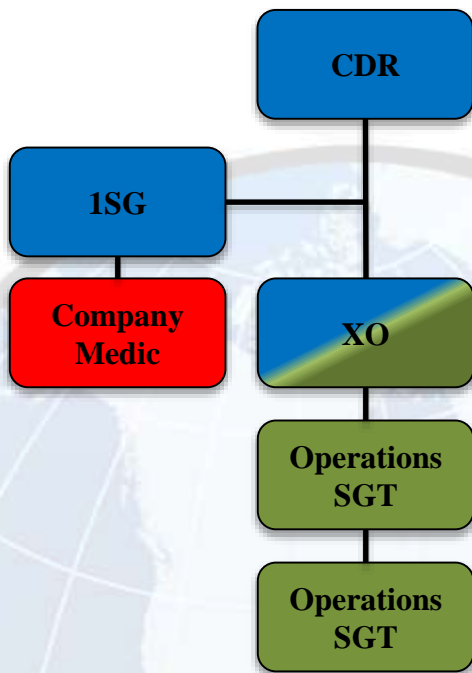
Grenadier:

- 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

Participant Position

NATO PLATOON STRUCTURE



Squad Structure

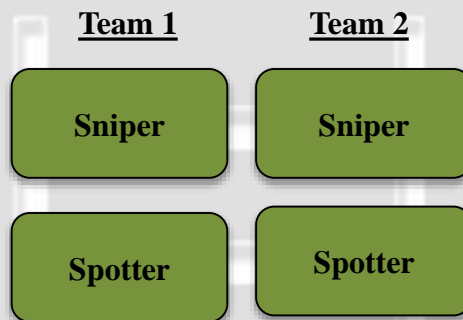
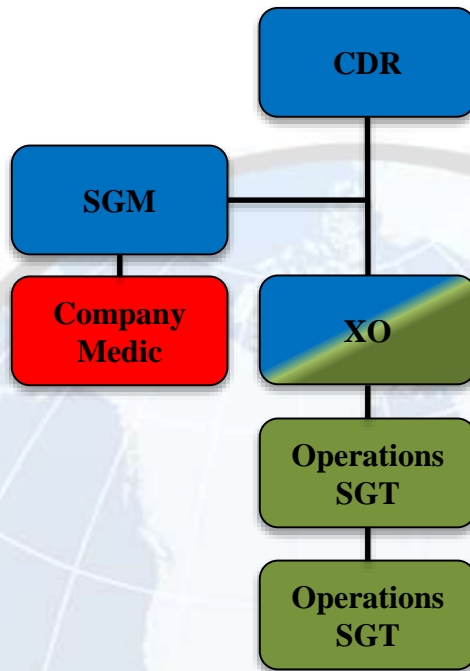


This operational model is merely a guideline for operations in the deployed AO. participants must be flexible and adaptive to changes in reporting chains and assigned duties as the mission dictates. The number of squads in each platoon will vary depending on the event.

MSW Staff

**Participant
Position**

RUSFOR COMPANY HQ



MSW Staff

Real World EMT

Participant Position

RUSFOR PLATOON STRUCTURE



Squad Structure

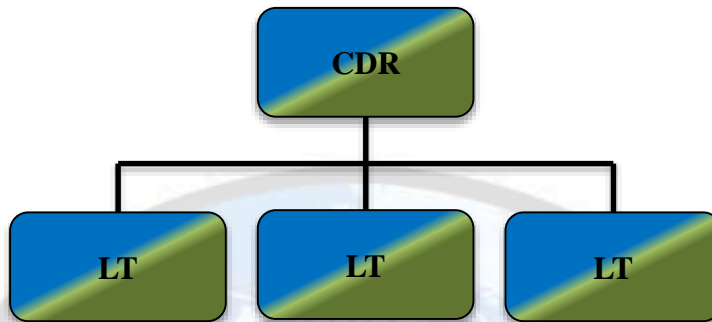


This operational model is merely a guideline for operations in the deployed AO. participants must be flexible and adaptive to changes in reporting chains and assigned duties as the mission dictates. The number of squads in each platoon will vary depending on the event.

MSW Staff

**Participant
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 participants
- 1x grenadier for every 9 participants
- 1x medic for every group of 20 participants

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

MSW Staff

**Participant
Position**

The background features a semi-circular globe with a grid of latitude and longitude lines. Overlaid on the globe are the large, stylized letters 'M', 'E', and 'W' in a light gray color. The text is centered and consists of three lines: 'SECTION 6', 'Mission Planning and', and 'Preparation'. Each line is underlined with a thick black line.

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	h
Fire	Interdict	Recon	Disengage	Screen
Block	Isolate	Retain	Displace	Support
Bypass	Neutralize	Secure	Follow	by fire
Canalize	Penetrate	Seize	Follow and	Disengage
Contain	Pursue		Support	Reserve
Defeat	Recon		Follow and	Retire
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 Personnel Status (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 & Battle Roster # (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 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 SOLDIERS 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 SOLDIER KNOWS THE UNIT'S MISSION (Task & Purpose)
- AT A MINIMUM, THE participant SHOULD KNOW WHO, WHAT, WHERE, WHEN, AND WHY
- CHECK TO MAKE SURE THE SOLDIER IS PREPARED TO ACCOMPLISH ANY SPECIFIC TASKINGS ASSIGNED TO HIM/HER
- CHECK TO MAKE SURE THE SOLDIER KNOWS THE CONCEPT OF THE OPERATION, TO INCLUDE THE CONTROL MEASURES AND WHERE ADJACENT UNITS ARE
- CHECK TO MAKE SURE THE SOLDIER 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 CHECKLIST(s)

GRENADIER PCI

- M203 VEST OR BELT – with basic load IOW OPORD
- 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 SOLDIERS LEFT SIDE
- 9LINE

LMG/MMG GUNNER PCI

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



SECTION 7
Commo

CALL SIGNS SOP

(For NATO & RUSFOR)

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

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

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

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

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.

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 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

MSW participants may be expected to conduct a CFF (Call for fire) during game play. It is important that the participant observer pays attention during CFF training as their missions will be sent to a participant mortar team. Inaccurate transmissions and incorrect targeting information will only hurt the participant's side and any "accidental" fires will be counted as friendly fire.

GRID MISSION

1. "You this is me fire for effect over."
2. "Grid 6 digit w/designator over."
3. "Target description over."
4. "End of mission w/Battle Damage Assessment."

***Normal Standard for this missions is 4 rounds HE**

IMMEDIATE SUPPRESSION

1. "You this is me immediate suppression, grid 6 digit w/designator over."
2. "End of mission w/Battle Damage Assessment."

***Normal Standard for this missions is 2 rounds HE**

The background of the page features a large, semi-circular graphic. The upper portion of this graphic is a globe showing the continents of North and South America. Below the globe, the letters 'MEGW' are displayed in a large, bold, sans-serif font. The letters are light gray with a white outline, and they are partially obscured by the text 'SECTION 9 Reports' which is centered over them.

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.

participants 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?

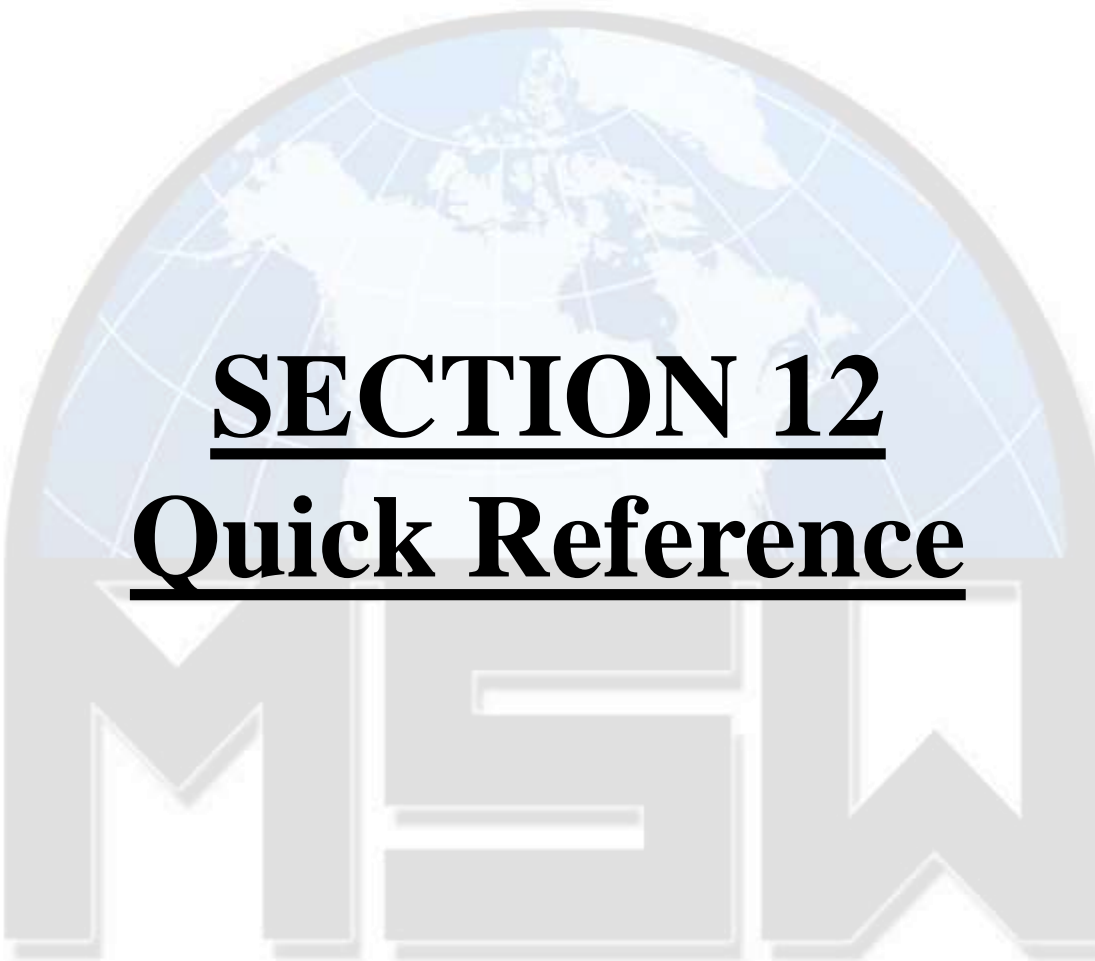
The background of the slide features a large, semi-circular globe with a grid of latitude and longitude lines. The globe is rendered in shades of blue and white. Below the globe, the letters 'MEGW' are displayed in a large, bold, grey font with a white outline. The text 'SECTION 11' is centered over the globe, and 'Recovery' is centered below it. Both text elements are underlined.

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

The background features a semi-circular globe with a grid of latitude and longitude lines. Below the globe, the letters 'MGSW' are displayed in a large, bold, sans-serif font. The globe and letters are rendered in a light blue and grey color scheme.

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

SUPPLY CLASS	DEFINITION
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.

MORTAR 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

CHANGE LOG

- Removed “Bang Bang” Rule (pgs. 3 & 20) – 3/12/14
- Removed Minimum Engagement Distance for Rifleman & Grenadier (pgs. 3 & 12) – 3/12/14
- Added rule that CCPs (PLT and Company) cannot be set up inside buildings (pg. 23) – 3/12/14
- Added rule that Medics cannot regen dead players inside buildings (pg. 22) – 3/12/14
- Changed mandatory blank=fire hit calling to just courtesy (pg. 17) -= 3/12/14
- Added that grenades may be kicked out of a room or thrown back before detonation. (pg. 15) – 3/12/14
- Added no diving on grenades (pg. 15) – 3/12/14
- Added no bounding or zip-tying of participants (pg. 24) – 3/12/14
- Changed MMG MED from 100ft to 50ft (pgs. 3, 11, 12) - 3/14/14
- Added TAGs Grenades as approved (Pgs. 3, 15, 16) – 3/23/14
- Added DMR Position (Pgs. 13, 14, 32, 34) - 4/2/14
- Added ask to the community to not camp, but bivouac at MSW events. Strive to use military or military colored bivouac equipment. (pg. 8) – 4/2/14
- Redefined Hand Grenades, Rockets, and 40mm Grenades. (pgs. 15 & 16) - 4/7/14
- Updated Call for Fire Format (pg. 49) - 4/10/14
- Added a definition of intel items (pg. 24) - 4/10/14
- Added allowing loose BB ammo to be taken during searching (pg. 24) - 4/10/14

