



2020  
Tactical Standard Operating Procedures  
(TACSOP)

MSATO Rules & Regulations

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## **MISSION of MSATO:**

**MSATO, LLC** is designed to give attendees the feel of a **Military Simulation And Tactical Operation**.

MSATO Ops are NOT a normal run and gun game day. If you are just looking to come out and shoot people you maybe better served going to a local field on a normal weekend. The attendees who come are looking for a higher level of experience, both within the maturity and the overall mission scenario.

Each Op is slightly different mainly based on the AO and the scenario. Most of the Ops are Mission Based. Some have point scoring based on different criteria including control of buildings or territory. Others are just straight mission based.

The big question: did you complete the mission you were tasked with?

Some missions may require multiple stages. If you fail to complete one stage **NEVER GIVE UP!!** Keep going because there is an overall goal for your side. Go to the very end, MSATO Ops go to the final minute.

**Get the mission done!**

MSATO, LLC works with MSATO Entertainment, LLC and at their sole discretion has the right to use the photo and video the Military Simulations and Tactical Operation productions. They have the right to use the photos and video for promotional purposes.

Military Simulation / Tactical Operation productions utilize Airsoft guns and Airsoft grenades as tools to determine who is hit. It requires attendees to be honorable and call their hits. It requires attendees to be out of play, i.e wounded for a certain period of time.

**PLEASE READ THE MSATO MEDIC / WOUNDED RULE FOR SEPCIFICS!**

**MSATO Military Simulation or Tactical Operations will each have a separate Operational Order (event information)**

*The below is for **SAMPLE** purposes only:*

**MSATO Command Post: TBD**

Sign-In & Pick up Pre-orders  
MSATO Supply store  
Vendor location  
First Aid  
Command Level meeting area

**Chrono:** Red pop-up tent (follow signs) **BRING EYE PRO**

JTF & URG Command Posts / Respawn locations: TBD  
Initial Commanders location Friday evening and Saturday 0800-0900 TBD

**SAMPLE** Time Schedule (\*Times can change as needed by MSATO\*)

**Friday:**

1500 - 1800. Sign-in available (Chrono available as light permits)

**Saturday:**

0730- 0900. Sign-in (Arrive in line after 0840: \$10 late fee)  
0730- 0900. Chrono. (Arrive in line after 0850: \$10 late fee)  
0930- 1000. MANDATORY BRIEFINGS BEGIN SAFETY/ MANDATORY EQUIPMENT CHECKED by Staff.  
\*(Full Kit with all items on check list in TACSOP) Location for Briefing will be posted at Sign In  
1000- 1100. Command staff time with team at CP

**StartEx. When staff completed all safety and event info**

1000- 2200 MilSim Exercise / PauseEx as needed, determined by MSATO Staff  
2200 ENDEX Saturday main battle

**Optional Night Op Missions:** (extra \$20+ registration fee)

Saturday 2300 to Sunday 0400

**Sunday:**

0800 0830 Formation as needed or command mission briefing  
0830 0900 Command staff time with team  
0900 1400 MilSim Exercise / PauseEx as needed, determined by MSATO Staff  
1400 EndEx

**Operational Background Intel will be provided on separate OpOrd.**

## 1. MEDIC / WOUNDED RULE

MSATO “**MEDIC RULE**” will be used to maintain unit integrity, provide a fluid tactical scenario and reinforce squad tactical fire and maneuver. Squads or at minimum Fireteams should remain together throughout OP. Sniper/Spotter teams must stay together.

**ONE hit from BB and you’re dead.** If BB hits you or your gear\* you are dead.

**It is not up to you to determine where the BB came from.**

**HIT = Wounded! Put on Red Rag or Glow Stick**

\*Gear= anything wearing

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

**DOES** count if not using it, because it is now gear.

Example 1.: BB hits barrel of rifle while you are firing at someone else, Not hit

Example 2.: BB hits rifle or pistol not in use. **You are hit** because at that point the weapon is now gear.

### **a) When a attendee is hit,**

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

i. Attendee shooting may not hear you

#### **II. Pull out RED RAG or Glow stick ASAP and wave so other attendees shooting see you have called yourself out.**

i. If they are far away they may not hear you so waving wounded rag or glow stick helps ID you are hit.

#### **III. DEAD FOR FIVE (5) MINUTES in place\* (NO STANDING)**

i. Lay down, sit down or at minimum take a knee

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

iii. Attendee can be moved by any other attendee during the 5 minutes.  
1. Requires live attendee hands on dead attendee while moving  
2. Dead attendee can be moved to Medic by any live attendee

#### **IV. Medic can regenerate the “wounded” attendee **AFTER five minutes.****

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

VI. Teammate may NOT regenerate another teammate.

### **b) TEN (10) MINUTE BLEED OUT**

I. If not healed **AFTER** you mandatory FIVE (5) you must wait another Five (5) minutes before you have officially Bled out .

II. **AFTER** a total of 10 minutes of not being saved you can move back to your squads position and find your medic.

III. **MEDIC can untie your knot immediately** Healing you and you can rejoin the fight.

IV. **TOTAL TIME if not saved is 10 minutes before you get back in fight**

### **c) Enemy CAN tap you on shoulder and send you out of area prior to bleed out time.**

Dead player goes back to squad and finish bleed out time or to respawn if squad

- d) If you are in heavy fire you can:
  - I. Lay down in place
  - II. Kneel down
  - III. You can move left or right up to 5' to get out of dangerous situation
  - IV. DO NOT move closer to attendees on your team to get saved
- e) When wounded you CAN:
  - I. HYDRATE Please drink water. This is great time to take fluids
  - II. Reloading mags is permitted
- f) A medic can only regenerate one person at a time.
- g) Each Attendee will be provided a 18" piece of Red Wounded Rope.
- h) Red Wounded Rope must be attached to the attendees gear on the left side.
  - I. **Two (2) knots** will be tied in each rope. (2 knots equals 3 hits out)
  - II. The Medic will need to untie the knot. This simulates the medic working on the wounded attendee.
  - III. If attendees is out of knots on their rope, MEDIC can untie a knot from your "Battle Buddy" (Similar to "Battle Buddy" giving up his bandage). Battle Buddy must have hands on Wounded Attendee who is out of knots. This means that both a medic and battle buddy will be required to get to wounded attendee.
  - IV. When all knots have been used or when the knots for the entire squad are below combat effective the squad must move to the Command Post for respawn.
  - V. There is no limit on the number of times a squad can go back to respawn.
  - VI. When Squad is out of Knots or Low on Knots they **MUST** return to Respawn location. Entire Squad **MUST** wait at least 5 minutes in Respawn. Re-tie two (2) knots in rope and re-enter. The "Knot System" eliminates the issues that have occurred from dealing with bandages; leaving a mess in the MOUT site and attendees losing them.
- i) A Red Rag or Red CHEMLITE designates wounded or withdrawing attendees
- j) Each SQUAD will have TWO medic designated, one per fire team.
  - I. Medic role may be transferred from one "LIVE" attendee to another "LIVE" attendee at the discretion of the Squad Leader.
  - II. **MEDIC PATCHES: Buy or rent for \$3.**
    - i. **If renting, bring back after OP and get you \$3 back.**
- k) Individual movement during is NOT authorized – squads must remain together and move as directed by the Commander.

SNIPER Team Medic rule: Same Wounded times and rules above with the exception that Sniper and Spotter can heal each other. Only 2-knots per Sniper or Spotter

**Vehicles Team Medic Rules:** Same Wounded times and rules above with the exception that Driver is also the medic for that vehicle and crew ONLY. Drive must stop vehicle to untie the wounded crew members knot.

## MSATO STANDARD Airsoft BB, FPS & Weapon Rules

### 2.1 WEAPONS, AMMUNITION & CHRONO

#### I. Biodegradable BBs are required.

- a. Bio BB's can be purchased during online Registration for discounted price
- b. There will be Bio BB's available onsite for sale

#### II. AEGs FPS limits 400 with .25 / 1.86 Joules

#### III. SAW FPS limits 400 with .25 (20' Min engagement dist)

#### IV. SNIPER/DMR FPS limits 500 with .25 (100' Min engagement dist)

#### V. HPA Guns FPS Limit of 1.86 joules with .30

- a. Air systems will have cable lock installed after chrono.
- b. If your tank or air system cannot be locked by a cable lock it may not be allowed  
\*(If questionable contact MSATO for ruling)
- c. Tippman have a tournament bolt
- d. Must have standard trigger and trigger guard (No double style)

***SAW and SNIPER weapons may not be allowed at all events.***

***Specifically Indoor only MilSim or TacOp locations. Make sure to check Event OpOrd***

#### VI. SAW (Squad Automatic Weapon) & LMG (Light Machine Gun)

- a. Box mag,
- b. NO High Caps
  - i. \*(certain exceptions apply based on the weapon platform, contact [crossfire@msato.org](mailto:crossfire@msato.org) for questions)
- c. Must be equivalent to Real SAW
  - i. \*Current except is the Krytac LMG, but must be used with box mag.  
Please check with [crossfire@msato.org](mailto:crossfire@msato.org) if you wish to use a non-real steel equivalent

Q: M27 IAR eligible to be a SAW

A: We only allow the M27 to be used as a SAW if it has a Drum/ Box Mag and BiPod. The reason being it needs to look like a SAW from a distance. i.e the people being shot at need to know it is a SAW shooting full auto at them not just someone who put their selector switch to full auto. Yes you can use it as Semi inside

- d. Select Fire is an option on some SAW/ LMG, this is allowed when the gunner enters a building. They can switch to semi for engagements.
- e. ROE: **20' min engagement distance.**
  - NO Full Auto at another person inside buildings.
  - **Must be 10' back from the entrance to a building** if shooting inside that building. (ie. 10 off door, window or any other opening that allows you to fire inside the building)
  - SAW/LMG can be inside a building and shoot out, door or window.

- Max distance from door or window 10'
- Once enemy enters door or window, SAW/ LMG must not swing left or right and engage enemy inside building on full auto.
- SAW / LMG can switch to semi, if available or gunner should switch to pistol or back up weapon and engage enemy inside building with semi-auto weapon.
- NO Full auto inside.

**VII. SNIPER and DMR (Designated Marksman / Rifleman)**

- a. Chrono 500 FPS with .25/ 2.90 Joules
- b. Must be 18+ year old
- c. 100' Min engagement distance
- d. Must be able to judge 100' distance (testing at chrono)
- e. Snipers must have backup weapon, i.e Pistol, AEG etc

**VIII. Airsoft military style assault rifles, pistols, grenade launchers, shotguns are approved for use.**

- a. Limited One (1) SAW per Fireteam / 2-per Squad
- b. Limited SNIPER RIFLES/ DMR: One (1) per platoon
- c. Any questions on guns contact [crossfire@msato.org](mailto:crossfire@msato.org) BEFORE using.
- d. NO speedsoft style Airsoft guns, this is a Military Simulation

**IX. All Airsoft weapons will be chrono'd and be marked as passing within limits**

- a. If marking comes off you must get re-chrono'd

**X. RIFLEMEN Semi-Auto fire Only at all MSATO productions**

**XI. Mid Cap Magazines Only for Riflemen.**

- a. NO restriction on how many Mid-caps you carry

**XII. NO restrictions on BB loading devices**

- a. NO restrictions on carrying bags of BB's into field (do not throw empty bags/ bottles into the field)

**XIII. NO blind firing.**

- a. No sticking weapon around corner and open firing.
- b. You must be able to ID target!

**XIV. \*NO Rubber Knives or Tomahawks or other Hand to Hand weapons**

- a. This avoids Physical contact and real fights or injuries caused by physical contact

**XV. NO REAL STRAIGHT BLADE KNIVES allowed on gear.**

- a. Swiss army, multi-tools and folding knives and are OK.

**Biodegradable BBs are required**

## **COMBAT VEHICLES: General rules**

### **VEHICLE RULES      \*\*ALL vehicles must be approved for use BEFORE OP\*\***

- Vehicle must be similar to a real world military vehicle
- Vehicle should be Team color or have 2 LARGE flags with team color, 1 front/ 1 rear
- Send pictures of vehicle to [crossfire@msato.org](mailto:crossfire@msato.org) before Op for approval
- Vehicle must be in good working order and not leaking fluids.
- Brakes and Lights must be in proper working order
- Driver must be 21+

#### Required Equipment:

- I. Vehicles must have Red Dead Flag (Min size 3' x 5') or
    - a. US Military VS 17 Signal Panel Marker
  - II. Must have "Dead Flashing Light" prefer Red flashing light but Yellow is OK.
    - a. This is separate from just putting on flashing blinkers.
  - III. Vehicle must have Dashboard camera/ Go-Pro running at all times when vehicle in operation outside the CP
    - a. Event staff is allowed access to camera footage upon request.
- Fire Extinguisher

#### Additional Information:

- a. Vehicle must be similar to a real world military vehicle
  - a. Ideally a former military vehicle
    - i. Example: HMMWV
  - b. "Technicals": (Improvised military vehicles)
    - i. Pick up truck
    - ii. Jeep, etc...
- b. Driver and vehicle owner will need to be checked off before being allowed in field with written test, regarding these rules and to show they can safely handle vehicle.
  - a. Driver and Co-pilot (non-combatant) required.
- c. Must have drive with vehicle at all times in the field.
  - a. If Driver wants to switch out, they can get out of vehicle but only after another authorized driver is ready to enter.
  - b. Alternate driver must be outside driver door ready to get into driver position before Driver can exit vehicle, after vehicle put into park and brake applied.
  - c. OR Driver must, put vehicle in park, put on parking brake and turn off vehicle

*(There was incident at another event, where driver was excited and jumped out of vehicle to get into the action, enter a building and in their excitement, they forgot to put on brake and vehicle started rolling with no one behind the wheel in drivers position. Fortunately someone jumped in and stopped a potential accident. DON'T BE THAT GUY who get too excited!)*

d. WEAPONS:

- a. Vehicle must have minimum One (1) fixed vehicle mount for a SAW/LMG
- b. Gunners can not shoot from behind door window.
  - i. No homemade side doors with gun ports, so only gun barrel sticks out and gunner uses window to see targets but can't be shot.
  - ii. Example, HMMVW side door window, only lowered enough to stick barrel of gun out.
    - 1. If shooting out side door of vehicle window must be all the way down.

e. TURRET:

- a. Can be partially enclosed, but must have some opening.
- b. See samples of real turrets with openings.





"Hillbilly" armor is approved  
\*(can use plywood, but must be painted to look like armor)



Even though this is an actual "military vehicle" would NOT be approved because driver / co-pilot do not have proper visibility.

- Need larger front window and it needs side windows



- f. Gunner Plate
  - a. Can be made of metal or wood
    - i. Wood must be painted to look like metal plate
- g. Vehicle must stay on paved or dirt roads, or within marked off road trails.
  - i. If vehicle needs to go off road
    - 1. Lights must be on even during day
    - 2. Max speed 10 MPH at night
    - 3. Co-pilot
- h. Vehicle can NOT go inside buildings
- i. Vehicle must stay 20' away from doors and/or windows of buildings
- j. Vehicles can never push through barricade with people on other side.
  - a. If players are dead on other side of barrier, dead player must move to the side and away from barrier.
- k. Maximum Speed Vehicle speed 15 mph

## ENGAGEMENT RULES to take out vehicle

- l. **ONLY TAGINN Paladin (Chalk Rounds) require to take out vehicle**
  - a. **No Other projectile stops them, your wasting your money and showing you didn't read rules.**
  - b. **Using other rounds against vehicle is cause for being sent to MSATO TOC for re-training or being removed from OP.**
- m. **1<sup>st</sup> TAGinn Paladin Round to Stop Vehicle**
  - ii. Vehicle out of play for 5 minutes
- n. **2<sup>nd</sup> TAGinn Paladin round to kill people inside**
  - iii. Vehicle out, must go back to CP.
  - iv. Out of play for 15 minutes at CP.
- b. **NEVER throw grenade into turret or into or under a vehicle**
  - i. Throwing into vehicle can result in immediate removal from OP.
- o. Gunners in combat vehicles and technical can be shot at and have same wounded rule as other players.
  - ii. Example: Gunner in turret is hit, they can come out of turret and another live player inside vehicle can take their place. Gunner who was hit waits wounded time and can have knot untied.

**\*\*Combat Vehicles Owners understand your vehicle will be shot at\*\***

Contact [crossfire@msato.org](mailto:crossfire@msato.org) for approval BEFORE bringing vehicle to OP.

## 2.2 GRENADES, MINES and BOOBY TRAPS

- I. All simulation grenades that eject BBs or Died Peas are allowed as long as meet these requirements:
  - a. Pulled ring Only,
    - i. NO strike or fuse lit devices
    - ii. NO homemade devices.
  - b. NO Thunder Bs loaded with BBs.
  - c. **Spirit and rule of Grenade concept:**
    - i. **If grenade lands within 10 feet you are considered hit, even if you didn't feel BB, or peas.**
    - ii. **Exception to the 10 foot rule is if you are in a different room or behind solid wall.**
- II. Legitimate Airsoft claymore mines are allowed:
  - a. Purchased from legitimate manufacturer
  - a. NO HOME MADE Devices
  - b. Loaded with BIO BB's
    - i. Spirit and rule of mine concept:
    - ii. If Claymore goes off within 10 feet you're hit.
- III. Thunder B's and reusable distraction devices are allowed
  - a. They are just that a distraction devices.
  - b. They do not count as grenades and do not kill people.
- IV. SMOKE GENADES usage TBD at this Op based on local fire department/ state fire danger posting.
  - a. Most likely will be allowed on roads between buildings.
  - b. TBD for field areas.
  - c. NO SMOKE in woods

## 2.3 IED (Improvised Explosive Devices)

- I. MSATO has and will continue to use SIMULATED IED's. These are usually a device that is either wired to electronic device or trip wire.
- II. These device DO NOT put out BB's. they are simulated and have the following kill radius
 

a. Large IED (155mm Artillery Shell)	50' kill radius
b. Small IED (Pipe bomb / C4 or similar)	25' kill radius
c. Suicide Vest	10' kill radius
- III. They are activated by PRODUCTION staff and usually have game staff near by to determine who was killed by device.
- IV. If you discover device and want to deactivate:
  - a. Turn off electronic device
  - b. Cut trip wire or put pin back in if grenade.
  - c. Suicide vest on live role attendee must be taken off them

- V. If killed by IED. GO BACK TO RESPAWN LOCATION
  - a. **Wounded Rule does not apply to groups killed by IED.**

## 2.3 Shields

- A. ONLY legitimate Ballistic Shields allowed. (no homemade)
- B. NO "Meat Shields" = using another attendee as a shield when they are dead.

## 2.4 NO Moving Mission objectives when dead. DEAD = Drop item

- a. If you are killed and you have an item that was recovered as part of an objective to complete a mission you must drop what you are carrying.

## 2.5 NO HIDING OBJECTIVE or BRINGING them into your respawn

- d. Mission objective MUST stay in play until that mission is totally completed and production organizers have said item is no longer in play.
- e. Item must be kept far enough from your respawn location that if battle occurs for contested items, people inside respawn will not be shot at and can leave respawn without being hit during battle.
  - i. **THAT MEANS no objectives allowed within a MINIMUM of 500' from team respawn location.**
  - ii. **If staff finds out item is within 500' of your respawn, staff has option to put back into play, give to the other team for your violation, or allow players to move far enough away from resapwn.**
- f. **MSATO has lost too many props with people hiding the items and not telling anyone and leaving, SO no items can be hidden once you team found them.**
  - i. One attendee MUST always stay with items
  - ii. **Items can be moved but NEVER hidden once found.**
  - iii. **If staff find out item is hidden, staff has option to put back into play or give to the other team for your violation**

## **4. SERVICE SUPPORT:**

### 4.1) Class I – Subsistence

- II. All participants should plan for and bring food and water based on personal usage (Min 2 gallons).  
Bring your own food and drinks
- III. All participants should bring extra water with them
- IV. Coolers can be brought to team staging site
- V. Propane stoves/ grills allowed in camping area but must be turned off when not attended.
- VI. Food Vendor onsite: TBD see OPORD per event.

### 4.2) Class II – Clothing and Individual Equipment

#### I. **EYE PROTECTION REQUIRED BY INSURANCE**

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

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

#### II. GEAR / VESTS/ Boots/ gloves

- a. Can be ANY color. Does not have to match uniform color choice

#### III. HEAD GEAR MUST match uniform color (see below)

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

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

### **Breach of uniform**

You MUST wear proper uniform. You are choosing your uniform when you sign up so make sure you have top and bottom in the color you chose.

If you do not have proper uniform you will be told at formation that you will need to get the correct uniform to play.

You will have options:

Borrow from friends

Leave OP (NO REFUND. NO CREDIT)

- V. **Required equipment for your safety or game play:**
- a. **Eye protection (full seal) (Insurance Requirement)**
  - b. **Face Protection (Insurance Requirement)**
    - i. **18+ Balaclava or other fabric acceptable**
    - ii. **Under 18 hard face protection.**
      - 1. **Wire mesh mask**
      - 2. **Plastic or Paintball style**
  - c. **Barrel Covers in non-play areas (Insurance Requirement)**
  - d. **Watch/ Time device (stop watch) for wounded rule**
  - e. **Hydration System** (need to drink often especially in summer)
  - f. **Flashlight** (AO has dark areas even during day and Op goes into night)
  - g. **Red Rag**
  - h. **Chem light, glow stick, LED etc.**
    - i. **Red Light or team color (Green or Yellow)**
    - ii. **NO BLUE staff only**
- VI. **We recommend the following CQB equipment for your safety:**
- a. **Mouth Guard**
  - b. **Gloves**
  - c. **Knee pads**
  - d. **Elbow pads**
  - e. **Helmet HIGHLY recommended (Must be same color as uniform)**
  - f. **Military style footwear (no flip flops/ slides)**

## **UNIFORMS \*(These will be checked at Formation)**

**\*\*\*NO RED clothing, hats, gloves or gear for either team! Staff Only\*\*\***

### **VII. JTF – Joint Task Force (Desert Digital Preferred. See others allowed)**

- a. AOR-1
- b. Desert MARPAT
- c. 3 Color Desert Camouflage Uniform (DCU)  
\_\_\_\_\_ (Allowed) \_\_\_\_\_
- d. Multicam, (standard)
- e. Desert Tiger Stripe,
- f. ATAC- AU
- g. International Desert uniforms allowed.
- h. **OTHER Desert, Tan Camo MUST BE APPROVED BEFORE OP**

Preferred:



### **VIII. URG- United Resistance Group (Woodland: BDU Preferred. See others allowed (GREEN & BLACK),**

- a. Woodland: BDU,
- b. Black Uniforms (Solid Black, MC Black, ATAC-LE-X)  
\_\_\_\_\_ (Allowed) \_\_\_\_\_
- c. Jungle Green Tiger Stripe
- d. Solid OD
- e. Mult-national GREEN uniforms acceptable. i.e Canadian, Flecktarn, Russian (woodland/ green) Uniforms
- f. **OTHER Woodland / Green / Black Camo MUST BE APPROVED BEFORE OP**  
\*\*NO TAN, BROWN, GREY  
\*\*Some Camo Not allowed \*(not complete list)  
NO: ATAC-FG od ATAC iX, AOR-2

Preferred



**\*\* NO GREY PCU Top. It is NOT authorized for either team\*\***

- IX. Shemaghs should be similar to your team color
  - a. JTF : TAN Based (No Green)
  - b. URG: GREEN of Black based (No Tan)
  - c. **\*\*NO RED/WHITE Shemaghs, causes confusion with dead rags\*\***
- X. All participants must have a RED RAG to designate wounded status.
- XI. All participants must have a RED CHEMLITE to designate wounded status during darkness – **RED is only authorized color.**
  - a. Staff will be using BLUE CHEM LIGHT
- XII. *If you didn't earn it, please don't wear it***
  - a. *Out of respect for the real military personnel please do not wear REAL ranks, patches or badges you did not earn through military service.*
  - b. *It is Military Simulation but we do not want people insinuating they are or were part of a real military unit or certain rank or received a badge or medal they didn't earn.*

#### **4.3) Personal Demand Items**

- I. Participants are responsible for their own personal hygiene items.
- II. No alcoholic beverages are allowed on property.
- III. Porta-Pottie location near at Entrance

#### **4.4) Major End Items**

- I. VENDORS onsite: TBD
- II. Participants should bring extra batteries. All attendees should establish a plan to recharge batteries in a field environment.
- III. **NO** electricity onsite, Limited generator power from staff.
- IV. HPA fill station available from vendors: **TBD**

#### **4.7) AEG Repair Parts & Supplies**

- I. See Vendor for availability: **TBD**

#### **4.8) Transportation**

- I. All participants and staff are responsible for their own transportation to and from productions. Carpooling is highly recommended!
- II. **NO DROP OFF** of Minors allowed.

## **4.9) Medical Support**

- I. Aid Station is located at the Production staff Command Post
  - a. MSATO event trailer has basic medical supplies kit
  - b. Evac Stretcher
- II. Minor injuries will be treated on site by qualified personnel.
- III. Ambulance will not be onsite but is local response time away.
- IV. Injuries requiring evacuation will be treated at local civilian hospitals determined by medical personal in coordination with injured attendee.

## **4.10) Medical Supplies**

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

## **4.11) Fire Extinguisher**

- I. MSATO Event trailer
- II. MSATO Staff Event vehicle, small vehicle type extinguisher

## 5. COMMAND & SIGNAL:

### 5.1 Command

- I. Production TOC: **Near Sign in (Main building office area or Tent)**
- II. JTF / Joint Task Force (tan side) Command Post location: **TBD**
- III. URG /United Resistance Group (Green) Command Post location: **TBD**
- IV. Operational Production Command is Thomas O'Rourke (Crossfire).
- V. Chain of Command for game purposes is as designated for each company team.

### 5.2 Signal

- I. Production Staff Communication UHF based. Production staff Radios Channels have priority over any attendees Freq.
  - a. JTF / Joint Task Force UHF Command Radio Channel 2
  - b. URG /United Resistance Group UHF Command Radio Channel 6
  - c. PRODUCTION Staff UHF Command Radio Channel 10
- II. MSATO will provide command level radios as needed to help with smoother communication during the production.
  - a. The UHF Command Level Radios are from Production Staff to CO, XO & PL  
MSATO Motorola AXU UHF RADIOS Command Staff

TAN Based Team	
Radio #5	CO
Radio #6	XO
Radio #7	1st PL
Radio #9	2nd PL
Radio #10	3rd PL

GREEN Based Team	
Radio #15	CO
Radio #16	XO
Radio #17	1st PL
Radio #18	2nd PL
Radio #19	3rd PL

- III. Platoon and Squad Leaders **MUST** have radios that can use the authorized channels listed below.
  - a. All Attendees should have radios to communicate with their squad leaders and other team members.
- IV. MSATO has designated the following channels for productions.
- V. *If people want to use other radio channels it is their responsibility to make sure they follow proper FCC regulations. MSATO will take no responsibility for people using Frequencies outside these guidelines.*
- VI. **NO JAMMING or Monitoring other teams or Staff radio channels.**

## FRS/GMRS

### Channel Frequency

TAN Based Team	
1	462.5625
2	462.5875
3	462.6125
4	462.6375
5	462.6625
6	462.6875
7	462.7125
15	462.55
16	462.575
17	462.6
18	462.625
19	462.65
20	462.675
21	462.7
22	462.725

GREEN Based Team	
8	467.5625
9	467.5875
10	467.6125
11	467.6375
12	467.6625
13	467.6875
14	467.7125
	467.55
	467.575
	467.6
	467.625
	467.65
	467.675
	467.7
	467.725

The radio channel frequencies assigned are based off the FRS/GMRS frequencies.

The assignments for TAN all start with 462.xxxx

The assignments for GREEN all start with 467.xxxx

This is designed to keep people from “accidentally” going onto the other teams freq.

These have been tested on the newer programmable radio that are more common at this level production.

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

## **MSATO Misc Rules, Guidelines and SOP:**

Military Simulation and Tactical Operations production producers are organizing the production through securing the location, providing insurance coverage, taking care of the overall logistics as well as providing structure to the production itself through staffing and scenario concept and implementation.

It is up to the participants to help follow the rules and guidelines. If for some reason you are unsatisfied with the production it is up to you to bring these to the attention of the commanders of your side and if not resolved to bring to the attention of the production staff or the leader MSATO Producer while at the production. If you do not let people know there is an issue while there we can not resolve the issues. If you decide to let the organizer know after the production or through an AAR we can do our best to resolve it or make appropriate changes for future productions.

The Command Staff will do their best to move squads around so multiple teams get missions through out the production. There are times that teams will be required to provide defensive of a location or building. This allows a few things to happen, the team holding that location may get down time to rest, reload and at times eat and sleep (24-hours Ops). This allows other teams to get a chance to do missions as well. If you feel like you have been stuck in a defensive (non-action) location for an extended time (more then 2-hours) and you are looking for change, have the Squad Leader contact the Command Staff for your side. Let them know your situation and that your squad has been in non-active defense for extended time and is requesting movement to contact or mission.

If you feel you have been stuck in a non-active location for over 2-hours and you have contacted your CO and still not been moved, you can send a runner to the MSATO Production TOC (Tactical Operation Center) or locate production staff to let them know. MSATO staff will work with your Command Staff to make sure your CO knows there is a squad ready for movement to another area.

It is up to participant to read and understand the rules BEFORE starting the OP.

- If you have questions ask!
  - Ask chain of Command if it is mission based or team based.
    - If not available or there is still questions go to production organizer.
  - If it is Production based or questions about rules please contact production organizer.
    - There is usually someone from production staff at main production TOC.
- Concerns please bring to production staff ASAP, especially if they are safety concerns.
  - Everyone is a safety officer and should be looking out for others.
  - DO NOT go out of bounds or cross taped off areas
- Complaints:
  - Bring these to production staff while at production.
  - Once you leave we can not resolve the situation
  - If we don't know about it we can't fix it.

- Large part of airsoft is honor, that includes being honorable and letting production staff know about issues BEFORE you go on social media and make complaints.
  - If you brought situation to production staff attention and they didn't do anything that is one thing.
  - To never bring issue and then complain is another.

If your complaint is about another attendee or team, please make sure to read and understand the rules and guidelines MSATO, LLC has established.  
for details on our **"PRAISE IN PUBLIC / PUNISH IN PRIVATE"** policy.

**\*\*\*NO Physical contact between attendees\*\*** including but not limited to NO Spitting at another attendee

## **PRAISE IN PUBLIC PUNISH IN PRIVATE!**

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

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

Below is MSATO's long standing policy:

- MSATO has handled complaints that were made at previous productions but this was not well known to all the other attendees not involved during the production.
- Commanding Officers are always informed of issues that have occurred with attendees on their team.
- We are providing this so all attendees know the rules and how issues will be handled.

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

MSATO Staff or OC sees a squad or attendee breaking rules

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

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

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

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

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

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

**If physical fighting takes place attendees are immediately removed.**

- If Production staff or OC receives a complaint but did not see the violation
  1. OC or Staff will pass the info back to the Production TOC
  2. Platoon Leader /OC for both the reporting group and the questionable group will be notified to watch the action closer with that squad or individual
  3. PL /OC can request production staff to monitor that squad or individual.
  4. If this squad or individual(s) have already been reported OC / Staff have option to pull them and send them back to TOC
  5. Entire Squad sent back to TOC for rules class, all the squad will have to sign off on rules form
    - o Training held at production staff's convenience
    - o Cool down period
- Production Staff option to remove specific attendee or group.

In the past: MSATO has made the decisions after reviewing the film footage if certain individuals sign up for MSATO productions they will be notified this is not the production for them.

1. The determination is made based on the video footage that MSATO has of individuals we could identify being hit by BB's and "knowingly" not calling their hits.

There are times attendees may not feel the BB hits based on gear and clothing and location of the hit on their body or gear.

2. This is a game of honor and we will not go by hearsay, we need proof. If you have video proof of attendees being hit by BBs and not calling their hits please feel free to contact [Crossfire@msato.org](mailto:Crossfire@msato.org). Video must be sent that clearly shows the attendee and the BB hits.

3. MSATO has received complaints about certain attendees but does not have actual film footage or staff eye witness to the accounts provided.

- We are doing our best to provide a good experience for everyone that attends our productions.
- MSATO still takes all complaints seriously and if these individuals sign up they will be informed about the complaints from previous productions and informed they are allowed on probation status.
- Their Platoon Leader who is also an Observer Controller (OC) will be notified they have these attendees under their command and asked to watch their game play.

If you have questions please use the Contact Us page or contact [Crossfire@msato.org](mailto:Crossfire@msato.org) directly.

## Participant REQUIRED check list:

Attendee Name: \_\_\_\_\_

Squad Assignment: \_\_\_\_\_

\_\_\_\_\_ **Wristband Registration**

\_\_\_\_\_ **Chrono tag on weapon**

\_\_\_\_\_ Eye protection (full seal) (Insurance Requirement)

\_\_\_\_\_ Face Protection (Insurance Requirement)

\_\_\_\_\_ 18+ Balaclava or other fabric acceptable

\_\_\_\_\_ Under 18 hard face protection.

*(Wire mesh mask or Plastic or Paintball style)*

\_\_\_\_\_ Barrel Covers in non-play areas (Insurance Requirement)

\_\_\_\_\_ RED Rag

\_\_\_\_\_ **RED Chem light, glow stick, LED etc.**

i. NO BLUE staff only

Proper Uniform Check (Must be approved uniform colors)

Side: JTF / Joint Task Force (Tan) \_\_\_\_\_ or

URG /United Resistance Group (Green/ Black) \_\_\_\_\_

Uniform Top (shirt/ jacket) \_\_\_\_\_

Uniform Pants \_\_\_\_\_

Helmet (head cover) \_\_\_\_\_

## **\*\*SAMPLE TACSOP QUIZ\*\***

### **Actual Quiz will be in Event OPORD**

Last Name: \_\_\_\_\_

First name: \_\_\_\_\_

### **TACSOP Quiz / Player Preparation**

1. When hit how long are you dead before you can be revived?  
a. \_\_\_\_\_ Minutes
2. If I am not healed how much longer is bleed out time?  
a. \_\_\_\_\_ Minutes
3. If I bleed out, where do I go to rejoin the OP?  
a. Sign-In,      b. Back to my Squad,      c. Team Toc      (circle answer)
4. Where must I put my MEDIC rope on my gear?      (circle answer)  
a. Right side      b. Left Side      c. Anywhere just needs to be on me
5. How many knots do I get on MEDIC rope? (circle answer)  
a. 1      b. 2      c. 3      d. 4      e. all of the above
6. How many feet is the kill **radius** of a Hand Grenade?  
a. 0, 5, 10, 15, 20, 25, 30      (circle answer)
7. How many feet is the minimum engagement distance with a SAW?  
a. 0, 5, 10, 15, 20, 25, 30      (circle answer)
8. How close to your respawn can you bring captured items/objectives?  
a. 0' 50' 100' 250' 500' 750'      (circle answer)
9. What happens if objectives are too close to our respawn?      (circle answers)  
a. Staff can put back into play  
b. Staff can give to the other team  
c. Staff can allow players to move far enough away from respawn

***Attendees MUST get all answers correct BEFORE being allowed to enter OP.***

***When form is checked by MSATO Staff, event patch will be given to attendee.***