

Milsim Canada's TACSOP



Version 2.1

Updated 2025 (02/25/2025)

Before You Buy a Ticket

Ticket Purchasing/Attendance

Milsim Canada's Rules. Customers purchasing tickets must be 18+, parents/guardians can purchase for their children. We require parent/guardian supervision for kids 14 and 15 with a notarized waiver fill out. For players 16 to 17 a notarized waiver is the only requirement.

Risks With Milsims

Milsim events are already exhausting and hard on the body for the amount of time that you are on your feet and the lack of sleep that you get. It is at this time that people are more prone to injuries. Because of the high risk of injuries, we at Milsim Canada are taking extra precautions to help mitigate some of these risks. Common injuries in the field of battle are sports related injuries like dislocations, fractures, strains, sprains and minor cuts. Some of the not so common injuries are still also a risk like frost burn/hypothermia in the winter and dehydration/sunstroke in the summer months. These are usually a result from the lack of proper cold and warm weather gear and hydration/electrolyte practices. With these risks our Milsim Canada Staff and leaders will make sure during kit inspection that each participant has each mandatory item from their kit list. Members of our team will put most attention to these items which will be outlined later in the kit list section of this document. Together we all can work on lowering the risk of injuries so Players can attend until the end of the event. If you are experiencing issues with your gear at hand please don't hesitate to reach out to your appropriate team leaders.

The Spirit of Milsim at MSC

What makes our games different from many other events you may attend is how we expect our players to conduct themselves. Since players are playing over 40 hours in the field, they will need the gear, fitness and willpower to complete our games. Many of the fun things you will be doing is conducting patrols, ambushes, defences and raids. In between those times you will be expected to eat, sleep, hydrate, and upkeep yourself using your own skills and gear. Players are not permitted to leave the venue to sleep or eat. All gear must be brought in with them, listed later on in this TACSOP, carried between their fighting gear and rucksack. Drinking water will be kept up through the scenario on top of your initial load, but all other aspects of being a "soldier" will be up to you to accomplish.

Alongside these things, we will be playing a fictional wargame scenario between two factions, and there are no prizes for winning. We expect players to not only call their hits, but also fall to the ground and play out your injury. There will be buddy aid and in game medics to help bring you back into the game. Our job as event hosts at a MILSIM CANADA game is to produce an experience as close as possible to a real life training scenario you would encounter that civilian life can produce that technological, logistical and safety allow. As we grow as a company and our playerbase mature we hope in the future we can hit those goals.

SAFETY

Eye Protection

Eye protection must be worn at all times whenever you are in the play zone. This includes Platoon Field HQ and FOB campsite locations. Eye protection must be worn while you are sleeping. Enemy players can and likely will attack your positions with sleeping players.

Eye protection must be Z87+ ANSI rated at MINIMUM and must be stated on the lenses or frames, supporting documentation required if not present on the eyewear itself. Eye protections must fully cover your eyes from all angles of impact. Eye protections will be inspected during the Kit Inspection. It is recommended to have

a spare set of Eye Protection just in case you break/lose your main pair.

MILSIM CANADA will not be responsible for any injuries to any player caused by the participants taking off their eye protection or improper use of them.

Face Protection

Lower face protection is not required, but is recommended. We recommend a lower mesh type mask, balaclava, mouth guard, smaug/scarf. Something that can be pulled up over your face during firefights like a smaug/scarf is most commonly used to allow comfort during downtime/movement but protection during fighting.

MILSIM CANADA will not be responsible for any Dental injuries to any player caused by the participants choosing not to wear lower face protection.

Hearing Protection

Some form of hearing protection is highly recommended. Depending on the season/fire rating certain pyro will be allowed. You could be exposed to sound levels up to and exceeding 120 to 130 dbs. This sound comes from but is not limited to Pyro and other CO2 grenades. If it is legal in Canada it can be accepted at the event.

MILSIM CANADA will not be responsible for any injuries to any player caused by the participants choosing not to wear hearing protection.

Ceasefire Information

As in the case of most airsoft fields and Milsim Events around the world. We operate and take CEASEFIRES extremely seriously. At any point during one of Milsim Canada's Events you hear a "COREMAN/CORPSMAN" you **MUST STOP PLAYING** immediately, ECHO THE COMMAND 3 Times (COREMAN, COREMAN, COREMAN). ENGAGE the SAFETY of your Airsoft Replica and put it on the ground. Always remember to remain in place where you are and wait for instructions on how to act next. In case of an emergency, Under no circumstance do you CROWD the people involved (Staff, Medic's, Injured Person) Milsim Canada and their qualified First Aid Staff have the situation under control.

Fire

In the event of a fire popping up from pyro/camp fires, players in the vicinity will call out "WILDFIRE". Everyone within earshot will follow the rules of "Ceasefire" but replace the word with "WILDFIRE". Instead of staying put, if you can hear people call out players will be required to help. Since they start out small, hopefully people in the near vicinity will be able to just stomp the fire out. If this fails players with radios should pass on this info to whatever channels they can echo it to escalate it with more people/equipment/first responders. Players need to still report fires even if they successfully extinguish them. This information is crucial for event administration to determine if certain pyro or conditions may need pyro use can be continued or canceled. Players will then group up with their factions and walk away from the fight. Once the game is back on, players can return to the area and keep going. Leadership in the area will agree/decide how/when players will restart.

Pyro

Pyro can be a fun way to add realism to any Milsim but in some occasions can be dangerous. Things such as smoke grenades, civilian flashbangs, and airsoft explosives grenades can be purchased from reputable dealers across Canada currently. Pyro used at events must be commercially made (no home made explosives) but grenade launchers/mortars can be home made if approved by the event owners. Frag grenades and flash bangs can be used more or less anywhere, but users must observe the effects of their pyro after being thrown. The only exception to this rule is fragging people inside personal sleeping tents. Fighting positions under tarps are fine. Be on the lookout for smoke in the seconds/minutes after detonation. Avoid throwing the pyro directly at players. Smoke grenades must be only thrown at roads, open fields with short grass, or on concrete. Throwing them into tall grass or brush/trees can cause fires even in rainy conditions.

Vehicle Safety

At this time, vehicles will only be operated by staff to ensure safety and Milsim etiquette. All Players must fit entirely inside the bed of the truck inside of the seats. Riding on the tailgate/sides of the bed is unsafe and the vehicle will not be operated if players do so. This includes players hanging off the sides of vehicles that may have side steps. All players must be seated. Vehicles will always have headlights/some form of visible forward lights to operate safely at night time. No vehicle will ever completely turn off their lights and be operated under night vision. UV floods will only be used in static positions if available. Vehicles will never go over 20km per hour unless moving someone under an emergency situation. Vehicles with flashing hazards or an amber light are not in play at that moment and are conducting an administration movement. All ATVs are used for only admin/first aid business and are to never be fired upon. Players can shoot in and out of vehicles as long as they stay seated during movements.

First Responder/Civilian on Site

If a civilian or police officer//government employee (Forest Ranger, Firefighter etc.) ends up on the field, all players in the area will cease playing under the "CEASEFIRE" rules and work to get in contact with event staff. The game will be on pause until the situation is sorted out.

CLASS / ROLE / EQUIPMENT RULES

Riflemen

Rifleman Aeg/GBB/HPA guns are used by standard infantry players which will encompass the majority of the player base. They often include AR/M4 or AKs, but can include SMGs/Shotguns and other niche weapon systems generally used by standard infantry. If you are not sure what gun category your replica is, ask event organizers. Ideally your gun will match your faction's aesthetic but is not strictly required at this time.

FPS/JOULES

1.5joules and under.

Engagement Distance

No minimum engagement distance.

Magazine Restrictions

Low Cap and Mid Cap Only (No Winding Mag, No Drum Mags)

Heavy/Medium Machine Guns

Heavy/Medium Machine Gunners are part of the 2 per squad rule but are often used in Heavy Weapons Teams. These weapons include M60, PKM, M249, and other weapons designed to be operated in a 2 person team. 1 per squad.

FPS/JOULES

2.0 joules and under.

Engagement Distance

75ft minimum engagement distance.

Magazine Restrictions

All Magazines Allowed

SPECIAL RULE

MUST HAVE PISTOL

Designated Marksman Riflemen

Special Purpose or Designated Marksman Rifles (SPR/DMR) are higher caliber rifles generally used once per squad. These are used so a squad can have more effective overwatch since Sniper rifles are not really used in Squads. These will include M14, SR25, SVD and other semi auto rifles with scopes. 1 per squad.

FPS/JOULES

2.0joules and under.

Engagement Distance

75ft minimum engagement distance.

Magazine Restrictions

Low Cap and Mid Cap Only (No Winding Mag, No Drum Mags)

SPECIAL RULE

MUST BE LOCKED TO SEMI AUTO, MUST HAVE PISTOL

Sniper Rifles

Sniper Rifles are not generally seen in standard squads. They often form specialized teams but for game purposes can be included. 1 per squad.

FPS/JOULES

2.5joules and under.

Engagement Distance

100ft minimum engagement distance.

Magazine Restrictions

Low Cap and Mid Cap Only (No Winding Mag, No Drum Mags)

SPECIAL RULE

BOLT ACTION ONLY, MUST HAVE PISTOL

Pistols

All Forms of Pistols are allowed as long as they shoot under 1.5joules from start of use to finish.

Certain types require you to shoot off rounds to get the BBs under 1.5joules and are not permitted.

FPS/JOULES

1.5joules and under.

Engagement Distance

No minimum engagement distance.

Magazine Restrictions

Low Cap and Mid Cap Only (No Winding Mag, No Drum Mags)

Grenade Launchers

Shower Grenades basically act like shotguns, if you are bringing a Grenade Launcher that fires larger projectiles (40mm) they must use commercially produced. If you are not sure where yours falls, please contact the event coordinators.

Shields / Accessory Equipment

Shields and any other "mobile cover" equipment is not permitted. Grabbing wood/metal pieces to use as cover is not permitted.

Weapon Attachment Protocol

All LAM's (Laser Aiming Modules) MUST HAVE paperwork attached. If your laser does not have verified product paperwork (IE: Power designation) we will NOT allow it on the field due to safety concerns regarding equipment and other players' eyes. '**Full Power' screws** must be in the unit as a precaution.

Paperwork / Proof of product will be required before entering the field.

GAME RULES

Killed/Wounded

Any and all hits from BBs fired from a replica is considered a kill. Redirect or rebound BBS do not count unless the BB was going to hit you anyways (ex. bushes or acute angles off hard cover). Grenades that "fragment" within a 10ft radius of a person or not behind hardcover count as a kill. More grenade rules will follow later on. Grenades that just make sound (unless pyro is banned) do not count as kills.

When you are "killed", you yell out in pain, fall down to the ground (safely), and/or call for a medic/buddy aid.

Buddy Aid/Tourniquet

After you have been shot or blown up, you are now considered "WOUNDED". Every player will be issued a tourniquet to be used in a "buddy aid" after being "WOUNDED". A fellow player can take yours, or give a tourniquet and tie it to a leg or arm. After it has been tightened you can continue to fight. You can only ever have 1 tourniquet on you. The only way to remove a tourniquet is to drink a medic water supplied by a medic. If you do not receive a tourniquet within 5 minutes you have bled out and are now "DEAD".

Medic Water Revive

If you are "DEAD" or want to remove your tourniquet, you are required to drink an entire 500ml IV medic water. Medic waters are carried by admin staff or squad medics. Sometimes these will be in admin controlled vehicles. The empty water bottle is to be returned to the medic for later resupply/anti-litter purposes. The maximum number a squad medic can have is 4 on hand. If your medic is out of water, you must find someone with a medic water to continue to fight. For player safety, if you can not find medic water but your squad/team wishes to keep fighting/moving, you must follow behind them to make sure you do not get lost/split up from your squad/team.

If you return to your main base building or designated area in the Patrol Base, you can re-enter the game as long as the area is not in a fire fight. To return to fighting inside an active fight in a Patrol Base you must drink a medic water.

Moving a Wounded Teammate

If you want to bring a wounded teammate to safety we do not expect you to carry them on your back. If you want to do so you must put both of your hands on them, and direct/guide them to where you want to go. This is called a "Two Handed Carry". This is also under the assumption the player wants to be moved, and dragging is only allowed if the player consents. You cannot move them with one hand and use the other hand to fire a weapon.

Fragmentation Grenade Rules

A fragmentation grenade has a kill radius of 10ft outdoors unless you are obstructed by hardcover between you and the blast. Flashbangs can be used as Frags if fire conditions disallowed regular pyro. If you are in a small room/bunker or small rooftop without hardcover between you and the blast you are “wounded”. If you believe it was close, take the kill as pyro is expensive and it's better to be a sportsman.

Vehicle Destruction Rules

Going forward, only un-armoured support vehicles will be allowed unless people gain access to real military vehicles. Vehicles being actively used must have windows rolled down.

If it is pouring rain/snow/hail etc. a shot to the window kills the person on the other side.

To immobilize an unarmoured vehicle, these following methods will work:

- Sustained close range fire to the engine block area (less than 100 feet, a good 10-20 round burst will do the trick)
- Direct hit outside or inside the vehicle with a 40mm grenade (explosive or chalk), or explosive 40mm below the undercarriage. (A chalk going off under the vehicle is hard for drivers to know if they were hit or not.)
- Frag Grenade below the undercarriage or inside the driving area/bed.

Please note, a frag grenade/chalk/explosive 40mm inside a truck bed will kill everyone in the bed. The vehicle will be disabled but the people inside the cab will still be alive. This is the same if the grenade lands inside the cab, the people in the bed area will still be alive. Players being hit with BBs or grenades are still viable targets for buddy aid or medic water

The driver will immediately stop the vehicle in a safe area and the vehicle can not be moved. Players inside can still exit the vehicle and fight back. If they do not die and enemies in the area can not kill them, the driver will flip up the hood of the vehicle for 5 minutes. If they survive this “bleed out time” the vehicle is repaired and can be continued to be used. If all the players in the driving team are all killed and can not be revived in their 5 minute bleed out times the vehicle is “Destroyed”.



CCP/Mobile CCP

A CCP or Casualty Collection Point, is a point designated near a battle or base for soldiers to collect at the receive medical attention, or just return to after a fight happens to make sure people are accounted for. The location will be generally designated nearby a larger battle where on an offensive mission, or designated near a Patrol Base (PB) or Forward Operating Base (FOB) when defending from an attack. Think of a muster point jobs are required to have in an emergency. Outside of just collecting “Dead” players it is often used as a rally point for players in the area to meet up. Collecting people before returning to base or moving on to another objective. In a game sense we use these to allow players to return to the battle en-masse instead of having medics running around the field. These are moved around manually by players in the game, designated by the leaders in the area. On occasion, a support vehicle can be designated as a Mobile CCP, which follows the same rules but can be moved rapidly, often behind a fighting force to allow a faction to be more aggressive, under the guise of additional deployment of troops using the same players. These vehicles follow all vehicle rules.

Rules for the CCP as follows.

- No more than 1 Flat (24 bottles) per Platoon can be used as a CCP. Multiple Platoons combining in an attack can combine their stockpiles for use of medics and designated admins.
 - Players must drink the bottle in its entirety and return it to the CCP personnel.
 - CCP must be in a safe area and players cannot be revived under direct fire near the stockpile.
- Players can be brought over by other players using the “moving a wounded team-mate” rule to be buddy aided just like any other place.

Knife/Physical Consent Rules

We have a physical consent policy at [MILSIM CANADA](#). You must obtain permission from all other players to touch them. Following this logic, we do not allow knife kills/melee kills at MSC events.

If you need to “Medic” someone, you will need to gain permission from them (assume if they are calling for a medic you are good to go). Searching enemy players will be in the next paragraph.

Caveats:

- If you need to wake someone up, (sleeping bag kill, or whatever other reason) you can shake them awake only by grabbing their foot and/or verbally.
 - You find someone unconscious and you need to render first aid.

Search Rules

Squad Leaders/Admins/Officers can search the players of dead bodies. The way we are going to handle things is if their players ask a dead/wounded player, the player must freely give up any intel, including radio frequencies, notes, maps or any other game relevant documents on hand. Any medic water is also given up at this time.

Players who are dead and returning to base or another collection point can be pulled aside and asked for intel.

PACKING LIST

UNIFORM

- Top
- Shirt
- Pants/Belt
- Underwear
- Patrol Cap
- Helmet
- Tuque
- Gloves
- Footwear
- Socks
- Picture ID
- Medical Card

LOAD BEARING EQUIPMENT

- Magazine Pouches
- Admin Pouch
- Compass and/or GPS
- Flashlight/Headlamp (Red Light Required)
- Chemlights
- Magazines
- Tourniquet
- Sling
- Water Canteen or Bladder (1L)
- Snack or Light Meal
- Radio/Walkie Talkie (SL/PL/COMMAND)
- Primary Airsoft Gun
- Secondary Airsoft Gun (Pistol)
- Holster
- Magazine for Pistol
- Watch and/or Phone
- Mouth Guard
- Hearing Protection
- Face Protection(Mesh, Smaug, Balaclava)

ASSAULT PACK/BACKPACK

- Chemlights
- 25ft of 550 Cord
- Emergency Poncho and/or Light Jacket
- MRE
- Snacks
- Gas/Co2 for GBB
- Spare Radio/Battery
- Flashlight
- Camera
- Spare Batteries(Gun/Devices/Phone Brick)
- Duct Tape
- Additional Drinking Water

RUCKSACK

- Cold and Wet Weather Gear(Jacket/Pants)
- Poncho
- Sleeping Bag or Equivalent System
- Enough Food for 40 Hours (5 Meals)
- 4x Extra Socks
- Waterproof Socks/Gaiters
- 2 Black Garbage Bags
- 3-4L of Water
- Bivvy Bag & Camo Tarp or 1/2 Person Tent
(If your tent is non military, bring a camo tarp or concealment netting.)
- Dry Bag
- Sleeping Pad
- Emergency Foil Blanket
- Spare Uniform (Matching Faction)
- Extra Underwear
- Stove
- Utensils
- Personal Hygiene Kit
- Wash Cloth
- Tooth Brush
- Tooth Paste
- Deodorant
- Personal Comfort Items
- Medicine
- Chapstick
- Spare Primary Weapon

Medical card , like a cue card sized paper that will list your emergency contact and any known allergy/medical conditions. Must be located in an easy to find place.

ITEMS LISTED IN RED ARE REQUIRED AT A MINIMUM TO ATTEND OUR EVENT. THESE ARE THE ITEMS WE CHECK FOR IN CHECK IN TO MAKE SURE EVERYONE IS SAFE AND PREPARED FOR 40+ HOURS

NO COOLERS

NO BBQs

NO LARGE TENTS

NO GUN CASES

If you can not fit it on your Rucksack/Gear, it's too big to bring.

CONCEALMENT / CAMOUFLAGE RULES

Approved Camo Examples/Clothing for NVF(NATO)/Tan Faction

- Multicam
- Multicam Arid
- A0R2
- UC4CES
- Arid Marpat
- Arid Cadpat
- Multi-Terrain Cadpat
- Desert DPM
- British MTP
- Swedish M90 Desert

Current Tan Based Camos from NATO Alliance countries are approved. No other countries permitted.

Tan Based Camos of Non-NATO nations will not be approved.

Cold/Wet Gear Must Be Approved Camos or Tan/Coyote/Grey

Headgear Must Be Approved Camos or Tan/Coyote/Grey

Approved Camo Examples/Clothing for REBEL/BRICS/Green Faction

- Multicam Tropic
- Cadpat TW
- Green DPM
- ATACS FG/IX
- All Green Woodland Variants
- Green Hunting Camos
- OD Green
- Ranger Green
- Brazilian Lizard (Green)
- Russian Digi-Flora
- Older Russian Uniforms (Green)
- Any Russian Gorka (No Fully Tan, Half Green/Half Tan is okay)
- Indian Armed Forces (Green)
- Chinese PLA (Green)
- Older Russian Uniforms
- Current South African (Green)

Green Based Camos from anywhere else is approved, if unsure contact a staff member.

Cold/Wet Gear Must Be Approved Camos or Green/Black/Dark Brown

Headgear Must Be Approved Camos or Green/Black/Dark Brown

Mixing and Matching Gear is Highly Suggested, but not required. BDU/ACU Style Clothing is preferred.

GHILLIE/LEAFY SUIT RULES

NVF/NATO - GHILLIE BASED STYLES (JUTE/YARN) using above NVF CAMO/COLOUR

REBEL - LEAFY SUIT MATERIAL using above REBEL CAMO/COLOUR

Tying in foliage/materials from the area is allowed for both factions.