

# Milsim Canada Tactical Operating Procedure



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## This Tactical Operating Procedure

The creation of this Tactical Operating Procedure is to provide to our community and our event participants the Milsim Canada's rules and guidelines. These rules and guidelines are in place so we can provide the safest and most well rounded Airsoft Milsim Events. This Tactical Operating Procedure will be updated regularly as we gain more information from all of our events. Please remember to always follow all rules and Operate in the most Professional manner at all times. (This is a growing Work In Progress so please bare with us and lend some suggestions)

## Milsim Canada's Rules

In Canada, you **MUST** be the age of majority, 18+ years of age to purchase any airsoft gun or parts. All customers must provide valid government issued ID when receiving parcels for proof of age. To play, it largely depends on the field and host regulations. Typically, the minimum age is 12+ years of age with adult supervision and 18+ years of age without Supervision.

- This is a game, Do not ever forget that this is just a game and we are all here to have fun
- Please keep all Protection Gear On at ALL Times (Refer to page 6 Personal Protective Equipment)
  - Keep your Eye Protection on
  - Use Face Protections
  - Use Hearing Protection
- We are not here to hurt each other. Every Participant is to look out for safety together at all times. If at any time you see something that is not safe PLEASE call a CEASE FIRE and then alert the closest Ref to your location at the time.
- Do not bring non approved Equipment to the event. If you forget it in your kit and bring it to the event Please keep it in your car for the duration of the event.
- Always respond to all CEASE FIRE Commands on the field

## 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 CEASEFIRE you **MUST** and are **EXPECTED** to **STOP PLAYING** immediately, **ECHO THE COMMAND 3 Times (CEASEFIRE, CEASEFIRE, CEASEFIRE)** Unless Clearly Noted that it was heard after the first or second time. **ENGAGE** the **SAFETY** of your Airsoft Replica and **DEPLOY** your **SAFETY FLAG** or **KILL RAG**. 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

## Safety Flags and Death Rags

All players are required to have a Safety flag on them or Death rag on them at all times. These items are very important in the event where you are KIA and returning to your FOB you can put your Death rag on your helmet and hold your gun above your head, During a CEASEFIRE it is mandatory to Deploy your Safety flag/Death Rag. Any time you have your Safety Flag or Death Rag Deployed it represents that you are **OUT OF PLAY** and not a threat to the opposing team. Never hold your Airsoft Replica in a Threatening way while your Flags are deployed.

## 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. The most common injuries in the field of battle are Sports related Injuries like Dislocations, Fractures, Strains and Sprains. Some of the not so common injuries are Still also a risk like Frost burn in the winter and Dehydration in the Summer months. These two injuries are usually a result from the lack of proper cold and warm weather gear.

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. Foot Wear, Cold Weather Clothing, Warm Weather Clothing, Dry Layers, Sleeping Gear and Water Storage Capabilities for OPORD Missions.

Together we all can work on lowering the risk of injuries in the field of battle. If you are experiencing issues with your gear at hand please don't hesitate to reach out to your appropriate Team Leaders

# Personal Protective Equipment

## Eye Protection (strictly enforced)

Eye protection must be worn at all times whenever you are in the Red Zone, Red means Dead. This includes Platoon Field HQ and FOB campsite locations. Eye protection must be worn while you are sleeping. No FOB is safe at any time. Raids can happen at any time especially when you are sleeping.

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. Some types of steel mesh lens are accepted. 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 your main pair.

**Milsim canada will not be responsible for any injuries to any player caused by the participants taking off their eye protection**

## Face Protection

Lower face protection is not required, But it is highly recommended. We recommend a lower mesh type and or a Balaclava, Mouth Guard, Bandana.

**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

Hearing protection is highly Recommended. Depending on the season and the fire rating and or hazards in the area of the event at the time. 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 will 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**

# Weapons Rules

## Basic Rules Of Engagement

- Blank Fire Weapons are not permitted at any Milsim Canada Event until further notice
- Absolutely no homemade Pyrotechnics
- Only approved store bought smoke grenades are authorized to be used in the field of play based on fire hazard at time of event
- In the event of a CEASE FIRE. All players are then required to repeat and ECHO the command CEASE FIRE and pull out your Death Rag/Safety Flag
- Even in the event of a CEASE FIRE your Eye Protection must remain on. (Once You Are In The Red Zone You Are In The Dead Zone)
- Nighttime Raids On Camps are fully authorized. You are not safe anywhere in the Red Zone.
- Minimum Engagement Distances are as follows
  - No Blank Fire Weapons
  - DMR and Sniper Rifles - No less than 100 Feet for Engagement
  - Any and MMG - No Less than 50 Feet for Engagement
  - Basic Assault rifleman and Grenadine have NO Minimum Engagement Distance
  - Camp Raids, People Sleeping, Do your best to not aim for the head

## Handling And Basic Safe Clearing Practice

**AEG:** Point the AEG in a safe direction and then Place the safety lever in the SAFE position. At this point you can remove the magazine from the AEG. After the magazine is removed you can then place the AEG on FIRE and with the replica pointing in a safe direction pull the trigger a few times to clear any remaining rounds out of the chamber. After this you can then place the AEG on SAFE and continue to disconnect the battery

**GBB:** Point the GBB in a safe direction and then place the safety lever in the SAFE position. At this point you can remove the magazine from the GBB. After the magazine is removed, with the GBB pointing in a safe direction, pull the bolt to the rear; remove any chambered BB and then release the bolt forward. Place the GBB on FIRE and proceed to pull the trigger. Then you must pull the bolt to the rear and look into the chamber to ensure that it is empty. Release the bolt forward, And place it on SAFE.

Always keep all Airsoft weapons in the SAFE position until you are engaged in a fight and ready to shoot back.

## Weapon Restrictions

All Blank Fire Weapons are not authorized at Milsim Canada Events

We do not restrict certain Weapons from our Events. That being said all Persons attending ANY Milsim Canada Event are REQUIRED to follow and obey all canadian Airsoft Laws

## 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 low-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. As for us having Magazine Restrictions we will not be having BB Restrictions on how many can be brought to the event. No field loading of Magazines during a OPORD and Limit number of rounds that can be used on OPORDs based on the class of Weapon used. Once you are out of ammo you are out of ammo and till you retreat and reach your supply point or unless a fellow team member lends you a magazine to carry on the battle. It will be up to your In Field Squad Leaders to know how much ammo his squad is bringing to the field so he can manage Fire control measures and resources as they are part of a leader's responsibility. Ensure both you and your subordinates are aware of your ammo levels at all times

- Class I Magazine Restrictions
  - Shotguns
    - No Limit
  - Pistols
    - Low-Cap Limited to 6 Magazines
    - High-Cap Limited to 2 Magazines
  - AEG's at or close to 400 Rounds
    - Low-Cap Limited to 8 Magazines at 400 Rounds
    - Mid-Cap Limited to 4 Magazines at 400 Rounds
    - No High Cap Magazines in Play
  - GBBR up to 400 Rounds
    - Low-Cap Up to X13 30 round Magazines at 390 Rounds
  - LMG up to 1500 Rounds
- Class II
  - This includes all types of MMGs (MK48, PKM, M60, M240B)
  - Limit up to 3000 Rounds
  - If you feel like burning ammo. Suppress away
- Class III
  - Includes all DMRs and Sniper Rifles. Limit at 500 Rounds (Semi Auto Only)



## FPS Limits

All of our FPS Ratings are based on Classes, What defines each class is our Minimum Engagement Distance

**Class I:** Class I is our No Minimum Engagement Distance.

This Includes Pistols, Shotguns, AEGs, GBBR and Most LMGs

This class is a 1.5 Joules Maximum

**Class II:** Class II is based on our 50 Foot Minimum Engagement Distance.

This includes all types of MMGs (MK48, PKM, M60, M240B)

This class is a 2.1 Joules Maximum

**Class III:** Class III is based on our 100 Foot Minimum Engagement Distance.

This class includes all DMRs and Sniper Rifles.

This class is a 2.5 Joules Maximum

## Squad Layouts can Vary

1-2 Class III - Snipers

2 Class I - LMGs Or 1 Class I LMG and 1 Class II MMG - Can not have two Class II MMGs on a squad

Up to 5 Class I Squad members per Squad

9 man limit squad member count

## Hand Grenades

All hand grenades must directly follow Canadian Airsoft Laws on Hand Grenades Specifically. If they are a Canadian approved grenade that does not pose a fire hazard then once inspected by Milsim Canada can be approved to use in play

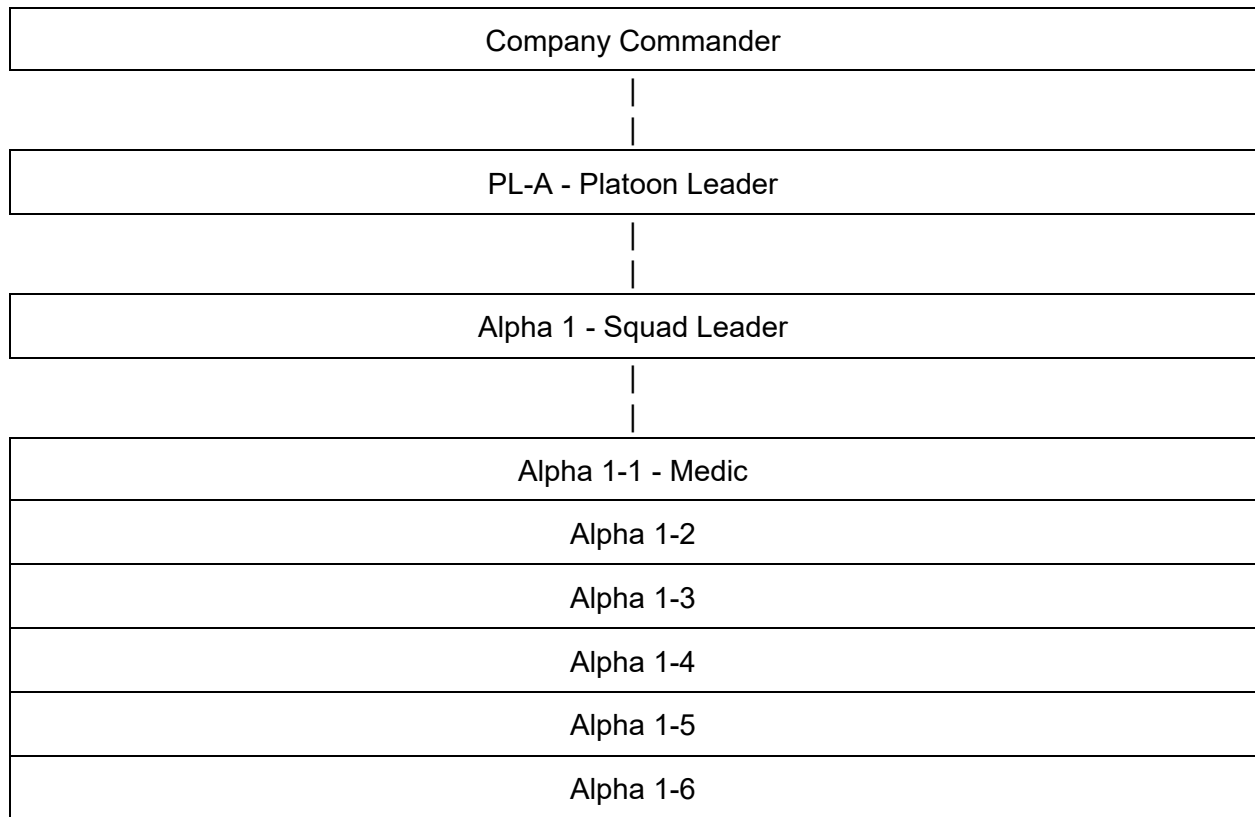
Thunder B's or other (Co2) flash bang simulators are considered flashbangs only as they do not have projectiles.

All spring loaded Airsoft BB Grenades are authorized to be used in play

When you are using a grenade at any time you are required to yell FRAG OUT when throwing it. This is for safety so participants can look for the incoming grenade and potentially turn their head away.

The Following rules can not be challenged at any time it is up to all the players involved to make a fair decision on the outcome of grenades All Hand grenades have a "kill" radius of 10' from where the grenade detonates. Everyone within 10 feet of the point of impact not protected by hard cover is considered HIT and must follow proper Healing procedures if not "Dead Dead". If a grenade detonated in a room, hallway or rooftop everyone in that room, hallway or rooftop is considered HIT. This rule does not apply to rooms, hallways or roofs that are considerably bigger than the 10 foot radius. It is up to the players involved to be fair and honor the 10 foot rule to wear the grenade lands. All Grenades must be armed according to manufacturers' instructions and then tossed. 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 to be HIT and must follow proper Healing procedures. If you are hiding behind soft cover Bushes, Shrubs, Grass, and Small Trees are considered HIT Participants behind solid cover like rocks, hills, bunkers, vehicles and trees with the cover between them and the hand grenade detonation place are considered Safe. 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. There are no rules on kicking and throwing back grenades. Persons are not allowed to lay on a grenade to save their teammates. In the place that it happens. The 10 foot rule still applies to anyone near the grenade.

# Teams, Platoons and Squad Organization



- Company Commander
  - Platoon Leader - Alpha
    - Squad Leader Alpha 1
      - Alpha 1-1
      - Alpha 1-2
    - Squad Leader Alpha 2
      - Alpha 2-1
      - Alpha 2-2
    - Squad Leader Alpha 3
    - Squad Leader Alpha 4
  - Platoon Leader - Bravo
    - Squad Leader Bravo 1
    - Squad Leader Bravo 2
    - Squad Leader Bravo 3
    - Squad Leader Bravo 4

These Roles of Rank Will Always Be Followed

# Roles And Responsibilities

## Company Commander

The Company Commander's job is to keep the battle going. Forcing engagement on the battlefield. The Company Commander will also Issue OPORD to the appropriate Platoon Leaders. Plan ambushes on the opposite forces while they are on their own Missions

## Platoon Leader

The Platoon leaders will receive their orders from their Company Commander. The Company Commander will issue the Platoon Leaders the appropriate OPORD for their next mission. Platoon Leaders will then call on the appropriate Squad Leaders to gather in the Platoon Field HQ camp for a briefing on the mission at hand. Once briefed the Platoon Leader will Plan the Execution of the OPORD with the appropriate Squad Leaders. The Platoon Leaders can also plan Raids in between their main OPORD Missions. Platoon Leaders will also plan patrols and overwatch OPS so Squads can get rest

## Squad Leaders

Squad Leaders will receive OPORD from Platoon Leaders. They will plan the execution of the OPORD with the platoon leaders and then briefe their Squads. Squad Leaders will Lead and Execute Raids and Patrols with their squads. They have the right to pick and choose which of their Squad members Provides watch while their squad rests and then Select the rotation members of their squad to swap out overwatch.

## Platoon Medic

Treats casualties, assists the aid and litter teams with their evacuation, Advises the PL on all force health protection matters, and personally checks the health and physical condition of platoon members as well as Reports all medical situations and his actions taken to the PL

# Communication

## Call Signs

We don't use our online gaming call signs here. We follow general operational procedure when it comes to call signs. All members requiring a radio will get a designated call sign to follow under all circumstances.

Admins and Refs will have their own Communication Channel to operate on. The admin channel will allow all the refs in the field to contact the main event admin who is stationed in the Main HQ building to which is out of play(Safe Zone).

NATO Forces will operate under their own channels based on Squads and what missions they are currently on.

Rebel Forces will Operate under their own channel based on Platoons not Squads

# Uniform Rules and Requirements

When it comes to Uniforms our Rules are very Basic and very simple. Teams will be based on Uniform not Gear, Uniforms must be matching top and bottom, as well as Tan or Majority Tan for NATO. If your uniform is noticeably Dark colors then you are Rebels.

- Our NATO Uniform standard is ANYTHING tan related
  - NO BLACK or Dark colored Uniforms
    - Uniform Cant Be Black Pants or Shirts
    - Black BOOTS are accepted on both factions
- Our Rebel Standards are as follows.
  - Simple
    - Don't Look Like Nato
    - Wear any color OTHER then Tan, Sand
    - Anything can be Black
      - Vest
      - Uniforms
      - Boots
      - Hats
      - Helmets
      - Face Wraps

There will be armbands in play also on top of our Uniform Requirements. Armbands must be worn on the front most forward Arm and be displayed and not covered at all times.

Now when it comes to footwear. This is a military Simulation and pretty much all of our game play is outdoors in rugged terrain and rugged conditions. We highly recommend that all players participating in our events invest in high quality boots or military boots. Hiking and rucking into camp and your initial Field HQ base. You need to keep your feet protected, running shoes and skate shoes dont help in ankle support.

# What To Bring

- Rucksack:
  - Mandatory Items
    - Cold and Or Wet Weather Gear (Based on Season)
    - Sleeping Bag
    - Enough Food and Water for Two full days (40 Hours) of play
    - Extra Socks for warmth and or dry if you happen to find a creek
    - Garbage Bag (Pack Out What You Pack In)
  - Recommended Items
    - Dry Bag
    - Sleeping Pad
    - Poncho
    - Spare Uniform (Kept Dry)
    - Extra Underwear and Basic Under Clothing If Required
    - Stove
    - Eating Utensils
    - Personal Hygiene Kit
      - WashCloth
      - ToothBrush
      - Toothpaste
      - Deodorant
      - Hand Soap
      - Personal Items
    - Airsoft Gun Repair Parts and Tools
- Assault Pack
  - Chemlights (Bring Extra)
  - 25ft of 550 Cord
  - Emergency Cold/Wet Weather gear
  - 1x set of spare socks
  - 1x t-shirt
  - 1x MRE
  - Snacks
  - Spare gas for GBB replica
  - Spare Radio
  - Flashlight
  - GPS
  - NVG
  - Camera
  - Optic batteries
  - Small roll of duct tape

- On You
  - Picture ID
  - Wrist Watch (Cheep is Better)
  - Uniform – correct camouflage
    - Top
    - T-shirt
    - Trousers w/belt
    - Underwear
    - Patrol Cap
    - Boots
    - Socks
  - Cash for incidentals
  - Load Bearing Equipment (Plate carrier, Chest Rig, Belt Rig, Etc.)
    - Magazine Pouches
    - Admin Pouch
    - GPS and or compass
    - Flashlight/head lamp. Must have red lens/light mode available to maintain light discipline during night operations
    - Chemlights
    - Magazines
    - Radio - FRS/GMRS
    - Tourniquet or tensors for medical rules
    - Magazines
    - Batteries/gas
    - Charger
    - Speed loader
    - Sling
  - Secondary airsoft gun
    - Holster
    - Magazines
    - Gas
  - Helmet
  - Gloves
  - Mouth guard
  - Hearing Protection



# Medical Rules

## Dead Means Dead

Each squad member is allowed 2 buddy system revives. Your third HIT means you have been "killed" and are considered DEAD You must find a medic to be "healed."

When you are HIT you will bleed out in 5 minutes if buddy aid is not rendered, you have been "killed" and are considered DEAD

Each Squad Medic and one other participant per squad can carry IV's. The Squad Medic can carry up to 20. The Squad Medic can choose who he wants to help him carry water but that limit is 5 Extra IV's on top of the 20 the Medic can carry. (Each team can carry 25 IV's). Only the medic can issue IV's to the wounded participants.

All empty water bottles (IV's) need to be kept and returned to your Platoon Leader for resupply

If you happen to get HIT and die while you are holding intel. You instantly forfeit the intel

If you are KIA and you are walking back to your Field FOB and or Base. Keep your kill flag deployed and walk while holding up your weapon above your head.

If you are KIA and there are no Squad medic around to perform the healing process you must walk back to the assigned checkpoint and or your FOB to start your healing process

If you run into a medic on the trail and you are KIA. The medic can choose if he has IV's to spare or not. Sometimes they are returning from a resupply and can't afford to heal you because they have a Long OPORD in front of them

If a medic gets HIT, He can receive buddy aid from anyone just like anyone. Medics can't aid themselves nor can they perform the healing process themselves.

There will be no Surrendering, Retreat and you will be classed as KIA.

## Hit or “WOUNDED”

Each participant is required to carry TWO Tensor Bandages and or Tourniquets on your person at all times. If you don't have TWO bandages and or tourniquets you will basically just bleed out unless anyone in your squad can lend you theirs.

A very small quantity of Tensor bandages and tourniquets could be located in the Milsim Canada merchandise tent prior to the event starting.

You also can not self heal or assist your buddy in aiding you under any circumstances, If your buddy aid is struggling to get your Bandage or Tourniquet out then maybe you should have put some more time into the placement of said items.

Do not hand your Bandages or Tourniquets to your buddy, They need to pull the items from your Tac Vest or Medic Pouch. It's recommended that you have a small pouch (EASY TO SEE) and (EASY TO ACCESS) with only your TWO Bandages or Tourniquets in.

You must keep the Tensor Bandages rolled up With Elastic bands on them, and all Tourniquets must be in the proper packed positions. Nothing can be combat ready. The reason for this is to slow down the buddy aid process and add to the immersion factor.

When you are HIT, The timer starts. You must look at your watch and count down 5 Minutes. If you do not receive Buddy Aid or a Medic does not HEAL you then you are considered to have bleed out and are DEAD, Follow all DEAD Rules

Q. If you are HIT and treated by your buddy or the Squad Medic  
A. You are considered “wounded,” but may continue fighting. •

Q. I'm HIT and I had Buddy aid. Can I tell what I saw?  
A. When “wounded” you may disclose any enemy activity/positions, INTEL, etc., that you witnessed during your “wounded” time or any time prior to that. This does not apply to what you see when you are DEAD. Follow DEAD Rules

## Company Casualty Field Hospital

Company Casualty Field Hospitals are only used for Respawns, Each CCFH will change based on the OPORD as hand. There will be a Cache of IV's at each CCFH for use only when need to be revived. Medics can not Re-Stock from the CCFH Cache of IV's. Medics must return to the FOB and exchange the emptied IV bottles for new Full Bottles.

If by chance you happen to lose your bandage and or tourniquets. You can be carried to the CCFH for healing. That's only if your MEDIC and a willine soul have enough ENERGY to perform that task as it is not a requirement. That rule is only in play to add more immersion to the game play and the OPORD at hand

CCFH are not Buildings or Tents. They are only a Stock pile of supplies to which could just be cases of water by a checkpoint or a small wooden crate with a medic symbol painted on the Top and Sides. Once an IV is used (Bottle Emptied) it must be returned to its same location prior to Drinking it. Do not throw trash on the ground at any time.

CCFH Locations are not safe. As they constantly move around with each OPORD at the time. These Caches of IV's and small supplies can be raided at any time and stolen if found or left unguarded. Once your Platoon finds the CCFH it is recommended that you keep eyes on it at all times even if it's just a trailing scout you have to help support the logistics of your OPORD.

## Carrying HIT “Wounded” Players

Carrying a Wounded soldier is acceptable and Milsim Canada loves to see that style of Immersion. There might be some missions that require a Wounded Squad member to be carried to a CCFH in order to complete a OPORD

When it comes to carrying a wounded soldier there are some basic rules that must be followed at all times. The Wounded soldier must give consent to being carried or dragged. There are many of ways to carry a Wounded player

You may Drag or Shoulder carry a Injured soldier to Safety or a CCFH

You can imitate a Two Person Carry, With two healthy people in play. They can place their hands on the shoulders of the wounded soldier and walk him to safety.

You can imitate a One Person Carry, With one healthy person in play. The healthy soldier can place one hand on each of the shoulders of the wounded soldier and proceed to walk him to safety.

In the line of battle you may also perform a carry and shoot with one or two people. If someone is in the carry process and they get HIT. They are then required to drop the wounded individual to the ground and must remain in the position until other squad members help out and carry him away. If you are Injured and getting carried, You must act fully as dead weight and not assist the carry process in any way at any time.

## Vehicles

All vehicles will be approved by Milsim Canada Well in advance of the Event. Milsim Canada will Supply a driver for their vehicles. Other Clubs may be approved to bring vehicles if you attend the Event as a group. Any vehicle in the Event that is used to transport Personal. Must and will be used to transport any Personal of the same team if needed.

## Searching

Searching will only happen to Squad Leaders or Platoon leaders in the field. During a search, you can only look for intel. Milsim Canada does not supply the BBs for the Event so no Participant can Search for and Take BBs from another Participant of the opposite team. Searching can only happen if full consent to search is given. Do not under any circumstance Search any Participant if no consent was given.

**IVs:** IVs can be found on searches and confiscated. This will still fall under the medic rules on max capacity of IVs per squad. If a medic has used 4 IVs from him or his helper then they can only confiscate 4 IVs to go back up to the 25 IV capacity.