

The purpose of SMD TACSOP (Tactical Standard Operating Procedure) is to offer existing, forthcoming, and potential participants a foundational set of rules along with essential information. This guide is rooted in established tactics, techniques, and procedures utilized by us or other MILSIM groups. At any time, we, the Special Missions Detachment (SMD), reserve the right to modify any rule within this TACSOP.

Basic Overview

- Let's create an incredible event together! Please treat everyone with respect and kindness—each participant and staff member adds to the fun. Focus on enjoying the immersive MILSIM experience and making lasting memories rather than just the competition. Have a blast!
-
- For safety reasons, smoke grenades are strictly prohibited in enclosed spaces, dry vegetation, and any structures. Let's keep our environment safe and smoke-free where it counts!
- Homemade pyrotechnics are strictly prohibited.
- When a “CEASEFIRE” is announced, kindly repeat the command, secure your replica, and take a knee. Stay tuned for the cadres' next instructions before proceeding!
- **Always wear your EYE PROTECTION or GOGGLES, even while you sleep! Ensure it's ANZI rated for safety. Your eyes deserve the best—let's keep them protected together!**

NON NEGOTIABLE RULES

MOST IMPORTANT:

- Dive into the exciting MILSIM experience! Remember, it's all about having fun together, not just competing to win. Let's enjoy this adventure!
- Disrespecting staff or other participants may lead to denial of future participation, depending on the severity of the behavior. Participants found cheating, such as bringing in extra BBs or medical supplies, will be immediately ejected from the game without a refund. Additionally, participants who attempt to steal, inflict bodily harm, or violate any laws will be detained and handed over to local authorities.

LOST AND FOUND:

If you come across any items that someone else may have accidentally dropped, please be a good sport and return them! Simply hand them to the nearest Special Missions Detachment (SMD) cadre, and they'll ensure they find their way back to the owner. Just a friendly reminder: the SMD can't be responsible for items left in the field once the area has been cleared. Thank you for helping us create a positive experience for everyone!

AGE RESTRICTIONS

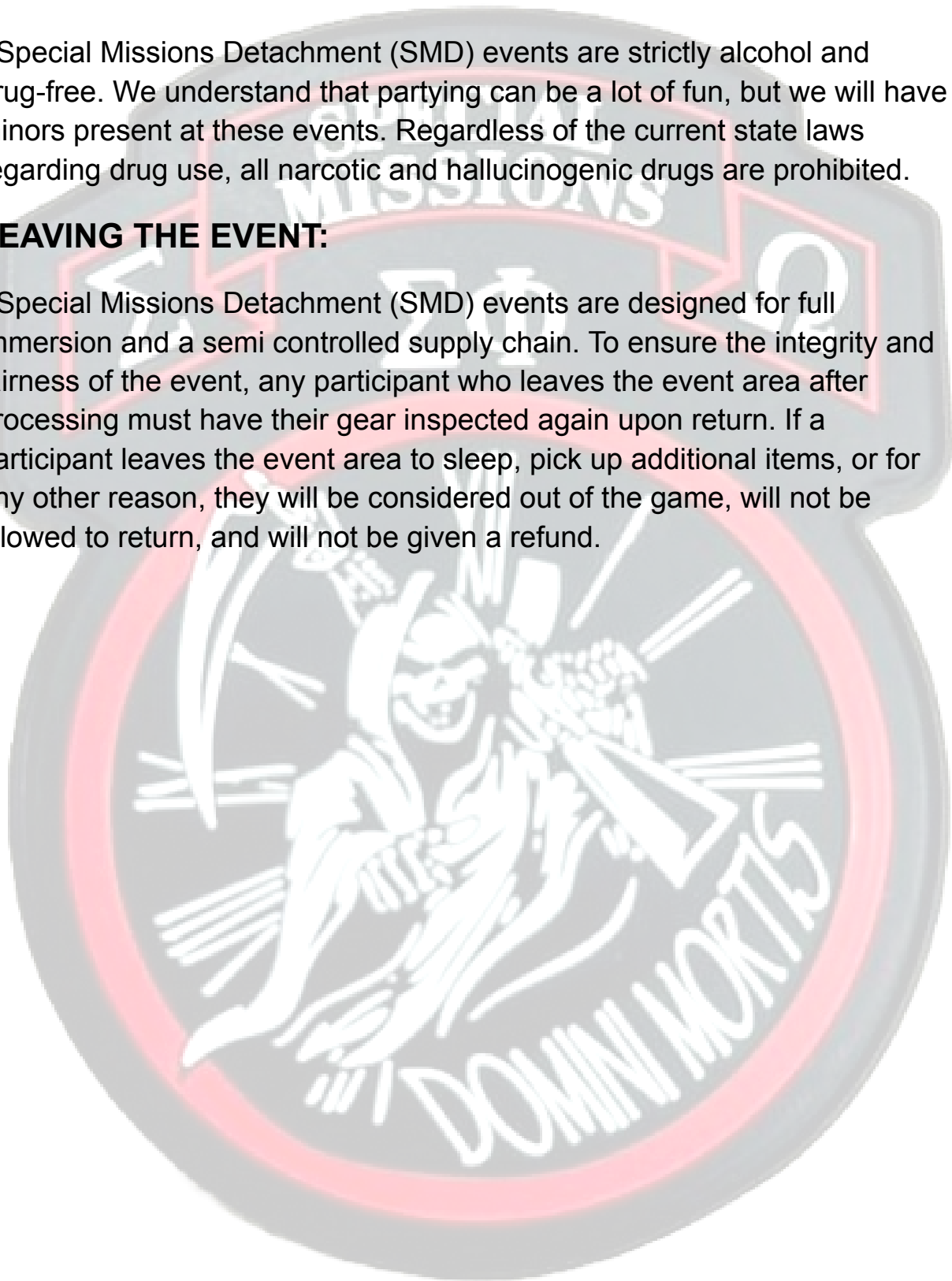
- All participants under the age of 18 must have their waiver signed by their parent or legal guardian. Additionally, participants ages 13-15 must be accompanied by a parent or legal guardian that has registered to play at the event the minor is attending. As we do allow minors to attend, Special Missions Detachment (SMD) have designed our events for a mature audience and require a certain level of self-control and respect that we have noticed is not typically found in minors. Please consider this before signing up or registering your minor as it can negatively affect your experience and the experience of those around you.

ALCOHOL & DRUGS:

- Special Missions Detachment (SMD) events are strictly alcohol and drug-free. We understand that partying can be a lot of fun, but we will have minors present at these events. Regardless of the current state laws regarding drug use, all narcotic and hallucinogenic drugs are prohibited.

LEAVING THE EVENT:

- Special Missions Detachment (SMD) events are designed for full immersion and a semi controlled supply chain. To ensure the integrity and fairness of the event, any participant who leaves the event area after processing must have their gear inspected again upon return. If a participant leaves the event area to sleep, pick up additional items, or for any other reason, they will be considered out of the game, will not be allowed to return, and will not be given a refund.



Uniform Requirements

- **Approved camouflage patterns:**
 - **Task Force KABISIG:** Any current/former use Green camouflage pattern, MARPAT, Multicam Tropic, Any current Nato camo accompanied by accurate kit, Ranger green, green tiger stripe, OD green, or any pattern with predominantly green in color.
 - **Task Force RECON:** Multicam, Multicam Arid, Multicam Snow, Black, Multicam Black, or any pattern with predominantly tan/FDE/Black in color. If in doubt ask a Special Missions Detachment (SMD) Cadre.
 - **MILITIA/Neutral Forces:** Will be assigned by Special Missions Detachment (SMD) Cadre.
- All uniforms must consist of matching tops and bottoms in the approved camouflage for each faction. The only exception is for the MILITIA (Neutral Forces or MILITIA), who are permitted to mix and match their approved camouflage patterns.
- Given the challenging nature of our events and Areas of Operation (AOs) we highly recommend that participants invest in military combat boots or equivalent footwear available on the market. Flat sole shoes are highly discouraged as they do not offer adequate protection against the elements of stability required for extended movement over rough terrain while carrying essential mission equipment.
- Lower mesh masks are approved for use, offering a reliable option for your needs.

Weapon Standards

MAGAZINE RESTRICTIONS:

- Box and drum magazines are restricted for use by machine gunners only. Mid-caps, standard magazines, and low-capacity magazines are the only types allowed for non-LMG class weapons.
- We have done this to stress the proper use, emplacement, and fire control measures of LMG/MMG/HMG.

FPS/AMMO Restrictions:

- In order to ensure fair play and enhance the immersive experience, we will implement restrictions on ammunition loads for each weapons system. Each player will be allowed a specific amount of ammunition when departing the Forward Operating Base (FOB) for a mission. SMD Cadres will individually check each player before they leave to ensure compliance with these regulations. **HINT: Conserve your ammo, shoot semi or burst.**
- Ammo Loads per Mission:
 - Riflemen, Grenadiers, DMRs, and Snipers – 500 BBs
 - Auto Riflemen (LMGs) – 1500 BBs
- Each Squads are limited to 2x LMGs and 2x Grenadiers.

FPS Limit

1. AEG/GBB Rifle/Pistol/shotgun/LMG - 450 fps
2. DMR - 500 fps
3. Spring Sniper - 550fps
4. Minimum engagement distances are:
 - a. Rifleman & Grenadier - None
 - b. LMG/MMG/HMG – 10 Meters
 - c. DMR/Sniper – 30 Meters

FRAGS/SMOKES/40mm/rockets:

1. When playing MILSIM events for the Special Missions Detachment (SMD), only “live action” type grenades are permitted. This includes grenades such as Tornado, TAGs, TLSFX, or Enola Gay that produce fragments upon detonation. Please inform the SMD Cadres if you intend to use these grenades in any upcoming missions you are about to deploy.
2. Thunder B's are also considered as frags.
3. **Hand grenades** have an effective radius of **10 feet from the point of detonation**, meaning that anyone within that range without solid cover could be affected. If a grenade goes off in a room, hallway, or on a rooftop, those nearby are likely to be impacted unless they're more than 30 feet away. Understanding these safety parameters helps us appreciate the importance of protective measures and preparedness in any situation. Knowledge is our best ally!
4. Always follow the manufacturer's instructions when using these grenades for a safe and enjoyable experience! If a grenade doesn't detonate, it doesn't count!
5. Players without cover or behind soft cover when a hand grenade detonates within the kill radius are considered “hit” and must follow the “buddy aid” or “MEDIC” procedures.
6. Players positioned behind sturdy cover, like rocks, hills, bunkers, vehicles, or large trees, are well-protected from the detonation site of the hand grenade and are considered safe.
7. Smoke grenades are permitted. Use your best judgment when throwing them in a non-flammable area to avoid fire hazards. Wait for the sparks to fly and the smoke to billow before you throw.

MEDIC REVIVE

HITS:

- All BB hits to your body or attached gear count as a hit, whether from a ricochet or direct hit. Weapon hits also count—**NO EXEMPTIONS**.
- **Shooting without aiming down sights, also known as "Blind Firing," is not permitted and is strictly prohibited at Special Missions Detachment (SMD) events.**
- Be mindful of friendly fire! Always verify your targets before taking action.
- When two participants fire simultaneously and both are struck, it's important to remember that BOTH participants are eliminated (Parley Rule). This ensures fair play and maintains the spirit of the game.

CALLING YOUR HITS:

- Airsoft is a hobby based on integrity. **Call your own hits, and never call the hits of opposing participants.**
- When you are hit, immediately drop to the ground and simulate being shot loudly. It's often hard for others to hear you over the noise of AEGs and through thick brush, so clearly communicate that you've been hit to avoid further shots. **Be as vocal as possible.**
- If you are hit, yell "BUDDY AID" to request a buddy's help in applying the Special Missions Detachment (SMD) medical band. You cannot apply the band by yourself.
- If no one comes within 5 minutes (Bleed out), walk to the Casualty Collection Point (CCP) and have the MEDIC physically touch you for 10 seconds.
- If you get hit while you have a "Buddy Aid" Band on, walk to the CCP and have the MEDIC remove the band from you and give it back to you.
- **YOU MAY NEVER HEAL YOURSELF!**