

RED SPECTRE

TRAINING GROUP

MILSIM PLAYER EQUIPMENT REGULATIONS

Date : November 1, 2026
Event : Halloween Aftermath Charity Tournament
Beneficiary : The Veteran's Advocacy Group
Location : Palm Beach Airsoft
6275 Old Congress Rd
Lake Worth, FL 33462

HALLOWEEN AFTERMATH TOURNAMENT

OFFICIAL LOADOUT, UNIFORM & WEAPONS

OVERALL EVENT PHILOSOPHY

Halloween Aftermath is built around two completely different combat identities:

- MILSIM Division : Realism, immersion, team cohesion
- SPEEDSOFT Division : Competitive aggression, speed

These divisions are intentionally not balanced against each other—they are separate experiences with strict identity enforcement. Red Spectre and Palm Beach AirSoft will be streaming this to multiple social media platforms and will be creating team videos for each team who request them. There will also be photo/video packages to choose from for individuals or teams.

MILSIM DIVISION (TACTICAL OPERATOR)

Identity Standard (ENFORCED)

MILSIM players are expected to look and operate like:

- Military units
- Federal teams
- Professional contractors

**If a player looks like
they walked out of a
casual pickup game,
they fail inspection**

UNIFORM SYSTEM

1. Team Cohesion Rule (CRITICAL)

Every team must:

- Share one primary color scheme
- Maintain visual consistency at 25+ feet

Acceptable:

- Multicam uniforms with tan carriers across team
- Black/green mix with matching rigs

Not Acceptable:

- One player in Multicam, one in jeans, one in black hoodie
- Random plate carriers/colors mixed

2. Uniform Categories

Military Kit

- Full camo uniform (top + bottom)
- Plate carrier or chest rig required
- Helmet or boonie recommended

Examples:

- Multicam
- Woodland
- Desert digital

Law Enforcement / Federal

- Clean, professional appearance

Required:

- Black or dark uniform base
- Optional identifiers ("FED", "POLICE")

Contractor Kit (VERY POPULAR OPTION)

This gives flexibility while still staying realistic.

Required:

- Jeans or tactical pants
- Solid neutral shirt (black, gray, tan, OD)
- Boots (no sneakers)
- Plate carrier or chest rig

Optional:

- Flannel / softshell jacket
- Baseball cap

Aggressive / Event-Themed Tactical

- Black / Red kits allowed
- Must still look like a combat loadout, not a costume

3. Gear Requirements

Players must have:

- Load-bearing equipment (plate carrier, chest rig, or belt system)
- Magazine retention system (no loose mags in pockets only)

STRICTLY PROHIBITED

- Bright speedsoft jerseys
- Sweatpants / athletic shorts
- Costume armor (unless pre-approved for special roles)

WEAPON SYSTEMS

1. Platform Rules

Allowed:

- Standard rifles (AR, AK, etc.)
- SMGs

- DMR builds (semi-locked)
- Shotguns

Not Allowed:

- LMG platforms (unless semi-auto feature is available)

2. Fire Control Rules

- Semi-auto only
- Trigger spamming is allowed, but refs may warn for unrealistic abuse

3. Magazinea

- Mid-cap only (realism + fairness)
- Recommended cap: 120-190 rounds per mag

4. Attachments & Tech

Allowed:

- Weapon lights
- Laser aiming devices (eye-safe only)
- Optics (LPVOs, red dots, holographics)
- Night vision / thermal

Prohibited Equipment:

- Riot shields
- Smoke grenades
- Rainbow guns or unrealistic weapons

INSPECTION & ENFORCEMENT SYSTEM

Pre-Game Inspection Checklist

- Refs must verify:
- Uniform matches team
 - Proper gear setup
 - Mid-cap magazines
 - No banned weapons

Penalty System

- Level 1 : Warning
- Minor violation (gear issue, etc.)
- Level 2 : Correction Required
- Player must fix before re-entry
- Level 3 : Disqualification
- Cheating or repeated violations

AWARDS

- Best Milsim Kit (team-based)
- Best Speedsoft Player
- Cleanest Operator Build

MEDIA BONUS

- We are encouraging you to have
- Helmet cams
 - Cinematic kits
 - Night gameplay footage

IF YOU SEND US YOUR GAMEPLAY FOOTAGE AND WE CHOOSE TO USE IT FOR ANY OF OUR SOCIAL MEDIA POSTS OR ADVERTISING - YOU'LL GET \$10.00 OFF PER VIDEO WE USE TO GO TOWARDS ADMISSION PRICE FOR OUR NEXT EVENT