

**MILSIM Regulation 1-0**

# **Victoria MILSIM Rules and Regulations**

**Headquarters  
Department of Victoria MILSIM  
Victoria, TX  
18 November 2015**

**UNCLASSIFIED**

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## PREFACE

These basic rules are the foundation by which our activities are conducted. This is by no means a comprehensive list and may be modified, updated or altered for a specific scenario utilizing some, part, or all of these sets of rules. All who participate must be familiar with the rules and regulations. Every participant must strive to participate within the prescribed Military Simulation (MILSIM) Code of Conduct; faithfully executing all rules and regulations. This is an honor-based activity and conducted accordingly. This kind of activity requires a high degree of awareness and respect for the safety of others as well as oneself. Participants should exhibit responsible conduct at all times.

“Always be a good sport. Win well, and lose better.”

### **Victoria MILSIM Defined**

Victoria MILSIM is a hardcore airsoft activity, devoted to creating and acting-out realistic special operative geared missions by means of various airsoft weapons, props, training, and in-depth strategic planning. It is not a competitive airsoft game where players engage in elimination, death, or capture-the-flag formatted matches. Victoria MILSIM does not conduct typical matches in which a team wins or loses. Instead, the Nightstalkers receive prescribed mission objective(s) based on an Operational Order (OPORD) from a Central Command (CENTCOM), at the start of every MILSIM event. CENTCOM is the intermediary between the Nightstalkers and Opposition Forces (OPFOR), which coordinates MILSIM events. People may falsely assume that Victoria MILSIM has a foregone conclusion that the protagonists, the Nightstalkers, always accomplish their mission objective(s) and/or meet the desired outcome. This is not necessarily so. The Nightstalkers accomplish their objective(s) by using their wits, tactical skills, strategic knowledge, and by overcoming the opposition. However, the Nightstalkers have been out-numbered, overcome, and out maneuvered on many occasions.

## CODE OF CONDUCT

“If we have no honor, we have nothing.”

The hobby of MILSIM airsoft is one of honor and integrity. All participants are required to abide by the code of conduct, both on and off the MILSIM AO. Participants will make a conscious effort to behave in a reasonable and responsible manner at all times. Public opinion is essential to our continued ability to enjoy the hobby of MILSIM airsoft without undue governmental or legal restrictions or regulations. Participants will at all times conduct themselves in a fair and honorable manner that is consistent with the ideals of Victoria MILSIM. Aggressive, discriminatory, and derogatory behavior of any kind is not tolerated. Unwanted/unwarranted physical contact, the threat of physical contact, intimidation or coercion of any type, verbal abuse, sexual harassment/abuse, damage or threats of damage to any person or their property are unacceptable. Respect others and respect yourself by exhibiting strong team ethic, always looking sharp and being proud of your team.

If you are involved in Victoria MILSIM and wear military uniforms/equipment, then wear it properly and ensure it is clean and serviceable. Victoria MILSIM participants support all branches of the US Armed Forces. Military bearing during MILSIM events is a display of respect to all who serve in the Armed Forces. Maintain your uniform and equipment. At no time will MILSIM participants claim to be or attempt to impersonate actual Military Service Members.

Realize that Victoria MILSIM is a commitment, not a game. The discharge of any airsoft weapon at a noncombatant, non participant, or person(s) not wearing appropriate eye protection, is not allowed and will be cause for the offender to be removed from Victoria MILSIM. You are responsible for calling yourself hit. MILSIM airsoft is an event where honesty, integrity, and honor play a very vital role. This is not paintball, there are no markers or any verifiable way to ensure that a participant has actually been hit other than the honesty and integrity of the players themselves. Because of this, all incidents of participants intentionally not admitting to a hit are defined as cheating. Any participants that witness events of cheating, whether by their teammates or by their opponents, should bring it to the attention of the Nightstalker Command Team. If you find yourself in a situation where you have been hit, but are still being shot at, remember that in the heat of battle it is often difficult to tell over the distance and noise. Call out aloud that you have been hit, but protect yourself as quickly as possible.

The use of drugs or alcohol is not permitted prior to or during any MILSIM event. Any participant who displays signs of inebriation will not be allowed to participate in the current or any future events.

Violation of the Code of Conduct is grounds for immediate dismissal from Victoria MILSIM.

## ALL PARTICIPANTS

### 1-1. Admission

Personnel that desire to attend and participate in Victoria MILSIM may request to do so by contacting the Team Commander via email or phone. However, admission is by invite, only after an in-person meet. To be considered for membership with the Nightstalkers, participants must attend a minimum of three events. Participants may attend MILSIM events as OPFOR or noncombatants without any obligation of commitment to a team. However, participants may not switch roles from Nightstalker to OPFOR or vice versa. Victoria MILSIM is an Equal Opportunity organization. No person(s) will be denied an opportunity for membership based on race, ethnicity, sex, religion, or sexual preference. An applicant must not currently be a member of any other airsoft team or organization.

*a. Other Airsoft Teams/Organizations:* Victoria MILSIM does participate with other Airsoft Teams on a select basis for Joint Operations. However, Victoria MILSIM does not engage with other teams for competition matches.

*b. Waiver:* Every participant must have a signed waiver in order to participate. Our waiver states that a participant has read and understands the rules and regulations, among other things. Anyone under the age of 18 must have a parent or legal guardian co-sign the waiver. The waiver can be downloaded from the web page, or copied to a word processor. All waivers are to be turned in to the Team Commander prior to attending any MILSIM event, there are no exceptions.

*c. Cost:* Victoria MILSIM is a small nonprofit organization. However, it has an annual membership fee of \$25. Membership fees are used for various expenses that include the webpage, MILSIM Combat Outpost (COP) supplies and upkeep materials, reservation fees for road trips, etc.

*d. Age Restrictions:* All participants must be 18 years of age or older. Ages 14–17 years of age are approved on a case-by-case basis. They must have permission and a signed waiver by their parent(s) or legal guardian(s). Victoria MILSIM does not discriminate based on age. So long as the applicant can demonstrate responsibility, sound judgement, and a mature attitude.

### 1-2. Notification of Attendance

Planning for MILSIM events is often based on the number of participants attending and preparations may require a few days. Therefore, proper notification of attendance is paramount. Nightstalkers are required to personally notify the Team Commander, NLT 2200hrs two (2) days prior, of participation intentions for the upcoming MILSIM event. Notification may be via phone, email, text, or in person and the Nightstalker must have an acknowledged response back from the Team Commander. OPFOR and other participants must notify CENTCOM of attendance NLT 2200hrs two (2) days prior.

**NOTE:** OPFOR and other participants must initiate actions of a MILSIM event no later than (NLT) 2200hrs on a night of planned activities. Unless properly cleared through CENTCOM and the Team Commander. MILSIM events have no time restrictions for duration. All MILSIM events will start NLT 2200hrs the night of, unless appropriately coordinated through CENTCOM and the Team Commander.

*a. Last Minute Participation Notification;* defined as notifying the Team Commander of intended participation later than 2200hrs two (2) days prior to event. This is considered a minor rule violation.

*b. Unacceptable Last Minute Cancellation;* defined as cancelling later than 2200hrs two (2) days prior to an event without a verifiable excuse. Examples of unacceptable cancellations include, but are not limited to, the following: overslept, forgot, parent(s) would not permit attendance, other obligation. After three last minute cancellations, Nightstalkers are subject to disciplinary actions that could result in reduction of rank. If a Nightstalker holds Special Reaction Team (SRT) status, the

penalty will be removal of SRT status and reduction of rank. If a fourth last minute cancellation occurs, the Nightstalker will be reviewed by the Nightstalker Command Team for potential administrative removal from the team.

*c. Acceptable Last Minute Cancellations;* include, but are not limited to, the following. Reason(s) discussed with and approved by the Team Commander, sudden illness, or family emergency. All last minute cancellations must be conducted in person or via phone with the Team Commander.

### **1-3. Airsoft Weapons**

Airsoft weapons carried by participants are realistic in appearance replica weapons, which fire a non-lethal 6mm biodegradable BB. At night, these weapons may resemble real firearms. They are not to be displayed anywhere other than the Victoria MILSIM AO. Although these airsoft weapons are not lethal, measures should be taken to ensure the safety of the players at all times. All airsoft weapons utilized during MILSIM events must have the barrel appropriately marked with fluorescent orange.

#### *a. Safety Rules Regarding Airsoft Weapons*

- (1) Do not use an airsoft weapon until trained on its appropriate use
- (2) Treat all weapons as if loaded and ready to fire
- (3) Keep weapon safety on until intended to be fired
- (4) Keep finger off the trigger until ready to fire
- (5) Participants shall not fire at anyone closer than 12ft. Instead they shall verbally call out "Bang" and simultaneously fire into the air, counting as a hit.
- (6) High velocity weapons, such as machineguns and sniper rifles are limited to a 50ft minimum engagement distance
- (7) Always keep weapons pointed away from anything not intended to be fired upon
- (8) No blind firing. Only fire when target has been sighted
- (9) Do not aim for a participant's head or neck
- (10) Do not fire at anyone not wearing eye protection. Always wear eye protection, e.g., goggles, face mask, or safety glasses. Never remove your eye protection during MILSIM events. Prescription glasses are not a substitute for eye protection
- (11) Do not fire at any participant who appears to be neutral or a non-participant. No participant may fire at any person(s), object, or animal outside the perimeter of the active MILSIM AO
- (12) Never shoot across neutral or staging areas
- (13) While in transit to and from the MILSIM AO, all airsoft weapons will be kept in an appropriate case or bag. Do not remove the weapon from its case outside the MILSIM AO
- (14) Real firearms are strictly prohibited. Possessing a real firearm in the AO during a MILSIM event is grounds for immediate dismissal

*b. Safety Rules Regarding Pyrotechnics.* Pyrotechnics and similar devices are only used to produce safe effects, such as smoke, light, and sound. Any use of pyrotechnics must be cleared through Central Command (CENTCOM) or the Nightstalker Command Team first.

NOTE: See WARNO or OPORD regarding burn ban status for pyrotechnics use.

### **1-4. Transportation**

Parking space is extremely limited. For this reason, it is strongly encouraged that participants carpool. If all Nightstalkers are not able to ride in a single vehicle, then all vehicles will convoy out as a single element. This ensures all Nightstalkers arrive at the same time. If a Nightstalker is not able to travel with the main body, then they may arrive separately only after authorization from the Team Commander. OPFOR are not required to arrive all at once, but it is still recommended to carpool IOT limit the number of vehicles.

## **1-5. Environmental Hazards**

In the MILSIM AO there are a variety of snake species and some are venomous. Venomous snakes commonly seen include the cottonmouth (water moccasin) and copperhead, two very dangerous snakes. Be cautious and learn to identify them. Although rarely seen, be aware of the potential presence alligators near water. Black widow and brown recluse spiders are also found within the AO. Poison Ivy is extensive and participants are advised to wear long sleeved shirts and gloves.

## **1-6. Hydration Safety**

All participants need to ensure that they consume plenty of water before and during all MILSIM events. Cells in the human body can take up to 24 hours to fully hydrate. Start hydrating the day prior to any MILSIM event. Avoid carbonated, caffeinated, and alcoholic beverages, e.g., energy drinks, soda, coffee, tea, beer, liquor, etc. These types of drinks are counterproductive to the hydration process. The MILSIM environment is typically hot and very humid. However, even during cooler weather, participants need to continue to consume water due to the high level of physical activity that is conducted. Watch yourself and other participants for signs and symptoms of dehydration.

## **1-7. Latrines**

The MILSIM AO is in a primitive location and latrines are not provided. Participants may relieve themselves, when not actively engaged in a scenario, in an isolated location at a minimum distance of 50ft from any training area or trail. In the event a participant must expel solid waste, a "cat hole" will be dug at a minimum of 8in deep and the waste buried.

## **1-8. Tobacco Use**

For Nightstalkers of legal age, tobacco use is only authorized at COP Onion when not actively engaged in a mission. OPFOR and other participants may use tobacco products at a place of their choosing, provided they police up their own trash. Discard cigarette butts, pouches, dip, etc. in the provided trash can or carry it out with you. Littering is not tolerated.

## **1-9. Rule Violations**

Rule violations are broken down into two (2) categories, major and minor.

*a. Major Rule Violations:* Participant behavior or conduct unbecoming. Violations so severe in nature that they could result in termination of membership for the first offense. This includes, but may not be limited to the following rules.

- (1) Initiating or participating in unwanted physical altercations or assault
- (2) Treating fellow participants in an abusive, threatening, or inflammatory manner
- (3) Retaliation against a participant who makes a good faith complaint
- (4) Stealing or attempting to steal property
- (5) Soliciting, committing, or participating in an illegal act
- (6) Asking or coercing participants to solicit, commit, or participate in an illegal act
- (7) Attending MILSIM events while under the influence of alcohol or any illegal controlled substances
- (8) Possession of a real firearm during any MILSIM events

*b. Minor Rule Violation:* Considered unacceptable behavior and would normally result in disciplinary action or instruction, and may cumulatively, or individually, result in termination of membership, depending on the severity of the offense.

- (1) Unacceptable last minute cancellation of attendance
- (2) Failure to adhere to MILSIM Code of Conduct
- (3) Failure to participate for 90 consecutive days without communication of extenuating circumstances (Nightstalkers only)

- (4) Failure to bring essential individual equipment
- (5) Expressing an "I'm better than you" attitude
- (6) Failure to attend the minimum prescribed Field Maintenance Days annually (Nightstalkers only)

NOTE: Minor Rule Violations may result in the Nightstalker placed in a probationary status for a period no less than three (3) months. In which time they will be ineligible for any promotion or advancement and will lose SRT status, if held.

## Chapter 2

### NIGHTSTALKERS

#### **2-1. Recruits**

Participants that demonstrate drive and dedication are conditionally granted membership to the Nightstalkers as recruits. Recruits are considered trainees. Placement into the Nightstalkers is determined by training and evaluating new recruits. This is to decide if the recruit is serious, demonstrates commitment, and has the drive to become a Nightstalker.

#### **2-2. Participation**

Nightstalkers are expected to make an effort to attend a minimum of one (1) MILSIM event every month. Reasonable exceptions include, currently serving in active duty military, attending college out-of-town, residing 50 miles away or more, on extended vacation, or other extenuating circumstances cleared by the Nightstalker Commander. A team is a team because of dedication and commitment. Nightstalkers are expected to help recruit new participants. A rank structure, similar to that of US Armed Forces, has been adopted to enable the team to delineate senior and skilled members.

*a. Evaluation and Promotion System:* Promotions are not automatic. They are earned. The Nightstalker Command Team evaluates each Nightstalker for promotion potential. Nightstalkers are assessed after each MILSIM event, which is comprised of a point based grading system. Every ninety (90) days points are calculated.

*b. Field Maintenance Days:* Nightstalkers conduct Field Maintenance Days once every two (2) months. These are held during daylight hours and provide the team with an opportunity to clean, maintain, and improve its AO. It is a requirement that all Nightstalkers attend a minimum of 5 out of the 6 field maintenance days held annually. Failure to do so is considered a minor rule violation.

*c. Road Trips:* The Nightstalkers typically conduct one (1) or two (2) road trips annually, some of which may include one (1) day trips, or multi-day excursions. Most road trips are for training purposes and not mandatory.

*d. Guests:* Guests are permitted during MILSIM events only with a signed waiver and prior approval from the Nightstalker Commander. We frequently look at guests as potential recruits. Nightstalkers who bring guests shall assume responsibility for them. Guests will not carry airsoft weapons unless approved by the Nightstalker Commander. Persons attending as a guest will follow instructions given by Nightstalkers.

**NOTE:** On-lookers, e.g., parents, legal-guardians, siblings, and spouses are a distraction to MILSIM events, and the AO is not suitable for observers. For those reasons, we have a no visitor policy.

#### **2-3. Uniform/Equipment**

Every Nightstalker should strive to budget themselves to buy the necessary equipment for Victoria MILSIM. All participants must have the following when participating with Victoria MILSIM: Eye protection (safety glasses, goggles, or facemask), a water source (bladder or bottle), and a flashlight w/red light capability.

*a. Additional Equipment:* It is recommended that Nightstalkers obtain the following equipment by the end of the first six months of membership:

(1) Airsoft weapon (Required): electric or gas-powered. All airsoft weapons and equipment used by participants are subject to review by the Nightstalker Command Team.

(2) Camouflage Uniform (Required): The Nightstalkers' preferred camouflage is the MULTICAM/Scorpion pattern, also known as Operational Camouflage Pattern (OCP).

However, olive drab (OD), Army Combat Uniform (ACU), Airman Battle Uniform (ABU), Desert Combat Uniform (DCU), Marine digital (desert and woodland), A-TACS, Woodland, and Tiger Stripe camouflage patterns are acceptable. Black clothing is not suitable as camouflage and therefore not authorized.

(3) FRS/GMRS Handheld radio (Required): A handheld FRS or GRMS radio and earpiece w/microphone (throat, lapel or headset w/boom).

(4) Tactical vest (Suggested): Load Bearing/Carrying Equipment of some kind, e.g. Fighting Load Carrier (FLC), Load Bearing Vest (LBV), Load Bearing Equipment (LBE), Plate Carrier, or Combat Belt.

**NOTE:** Participants are personally responsible for their own safety and the safety of their equipment, whether owned or borrowed. Accidents do happen, but if you borrow someone's property please be careful and responsible.

*b. Cell phones:* It is strongly encouraged that all Nightstalkers leave their cell phone in their vehicle. If not, it will be kept on silent (preferably off) and adequately concealed. During MILSIM events, cell phone use is not permitted unless for emergency purposes.

## **2-4. Training**

When MILSIM events are not scheduled, Nightstalkers engage in Field Training Exercises (FTX), Situational Training Exercises (STX), and Live Fire Exercises (LFX). Training is conducted in multiple environments and during every season of the year. Nightstalkers are required to participate as much as possible in both MILSIM events and training exercises. The Nightstalker Command Team plans and coordinates all training exercises, as well as designates primary and alternate instructors. All Nightstalkers that hold SRT status are expected to be able to instruct any training topic at any given time.