



**T1 AIRSOFT**

**TIER ONE AIRSOFT  
EAST VS WEST  
TACSOP**

**Version 1.0**

**HEADQUARTERS  
TIER ONE AIRSOFT LLC.**

**The goal of this TACSOP is to provide current and future participants with a collection of rules and approved best practices. This guide is based on proven tactics, techniques, and procedures.**

**Tier One Airsoft LLC. reserves the right to change any of these rules and communicate them to our participants during the event to ensure the high quality and safety of our event is maintained.**

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**SECTION 1:**  
**Safety & General**  
**Rules**

# **SAFETY RULES**

## **1.1 EYE PROTECTION**

**a.** Eye protection (eyepro) must be worn at all times without exception; awake or asleep you must have eyepro on. Tier One Airsoft will not be responsible for injuries caused by participants who take their eyepro off during the event. Eye protection must meet ANSI Z87.1-1989 standards and must make a reasonable seal around the wearer's eyes. Tier One Airsoft staff reserves the right to refuse any eye protection at any time that they deem unsafe.

## **1.2 REPLICA SAFETY & INSPECTION**

- a.** All replicas used at Tier One Airsoft events must follow the below guidelines:
- Be a 6mm airsoft replica.
  - Not be a BB gun or modified BB gun.
  - Be an airsoft approved replica explosive (Thunder B, Tag, Tornado, etc.)
  - Capable of being put on 'safe'.
- b.** All replicas used in Tier One Airsoft events must chronograph and be tagged by an Tier One Airsoft staff before use in the event.
- c.** While in a 'staging area' replicas must be placed on safe or holstered.
- d.** All replicas should be cleared before entering a 'safe area' or at the conclusion of an event. Clearing procedures are outlined in section 3.

### **1.3 REAL WORLD EMERGENCIES**

- a.** Should a real world emergency arise participants are required to advise everyone in their vicinity by exclaiming “BLIND MAN!”
- b.** If a player hears “BLIND MAN” they should immediately stop where they are and put their replica on safe.
- c.** “BLIND MAN” should be called when a player has been injured, they have an eye protection malfunction, or a participant sees an immediate hazard in the event that could place others in danger of injury.

### **1.4 BINDINGS**

- a.** No participants shall be bound by any device, rope, or zip tie.
- b.** Roleplaying staff/volunteers may be ‘bound’ as long as the below stipulations are met:
  - The roleplaying staff/volunteers must allow it.
  - The roleplaying staff/volunteers’ hands must be bound in the front. It is unauthorized to bind anyone’s hands behind their back.
  - The bindings must be loose and easily escapable for the roleplaying staff member. Roleplaying staff/volunteers will not attempt to escape despite the loose bindings. This is solely for safety reasons.
  - If devices are used, such as hand cuffs, the device must have a ‘safety’ mechanism that allows for the roleplaying staff member to remove or loosen the device as needed.

# **GENERAL RULES**

## **1.5 AGE REQUIREMENTS**

- a.** The minimum age to attend is 14. Players between the ages of 14 and 17 must be accompanied by an adult of 18 years or older during the event. The accompanying adult will be held responsible for under-age player's actions.

## **1.6 SURRENDER & BANG RULES**

- a.** Surrender, or "Bang" rules are not used at Tier One Airsoft events. Participants may call themselves 'out' at any time, but only approved methods may make another participant 'out', such as shooting them, grenades, melee kills, etc.

## **1.7 NO CONFLICT RULE**

- a.** The No Conflict Rule is intended to drive comradery through the community, prevent escalation of situations, and allow other participants to continue enjoying the event.
- b.** Tier One Airsoft staff and leadership are the only authoritarian figures in the event. As a participant you do not have any authority over another participant.
- c.** No participant shall attempt to resolve an issue with another participant themselves and will instead seek out an admin to resolve the issue. This helps prevent ruining the experience for other participants as well as prevents the situation from possibly escalating.
- d.** No participant shall maliciously yell or scream at another player unless in jest in the spirit of the event.
- e.** No participant shall call out another participant's 'hits'. If a participant is not following the rules they should be brought a staff member's attention.
- f.** No participant shall threaten other participants whether verbally or physically, such as posturing. Threatening another participant is an immediate ejection from the event.
- g.** No participant shall conduct violence on another participant. Violence towards another participant during and Tier One Airsoft event is an immediate ejection from the event.
- h.** Public shaming of other participants via online media sources may result in a ban from future Tier One Airsoft events. If there is a problem during the event, bring it to the staff's attention so that we may resolve it.



**SECTION 2:**  
**Uniform**  
**Expectations &**  
**Packing List**

# UNIFORM EXPECTATIONS

## 2.1 GENERAL UNIFORM REQUIREMENTS

- a. Red clothing is reserved for administration and staff only.
- b. Blue clothing is reserved for media personnel such as photographers.
- c. Factions are identified by their uniform; their shirt, jacket, and pants.
- d. Gear, such as plate carriers, chest rigs, helmets, backpacks, and so on are allowed to be any color (except red or blue) or pattern. However, participants are encouraged to wear gear that aligns with their faction's uniform patterns and colors to prevent confusion.
- e. All eye and face protection must match the military style and atmosphere Tier One Airsoft aims towards. Stylish or character masks are not allowed (ex. Army-of-One masks).

## 2.2 EAST FORCES UNIFORM REQUIREMENTS

- a. EAST forces are authorized to wear any uniform not reserved for WEST forces.
- b. All wet/cold weather uniforms must meet the requirements set place by section 2.2a.
- c. All ghillie suits used by EAST forces must be of green base/a majority of green.

## 2.3 WEST FORCES UNIFORM REQUIREMENTS

- a. WEST forces are only authorized to wear uniforms in the following patterns and colors:
  - Tan (Coyote Tan/Coyote Brown/etc.)
  - Multicam (Original)
- b. All wet/cold weather uniforms must meet the requirements set place by section 2.3a.
- c. Uniform must consist of matching top and bottom with the exception of solid colors and wet/cold weather clothing.
  
- b. All wet/cold weather uniforms must meet the requirements set place by section 2.4a.
- c. Indigenous uniforms may be mix matched.
- d. All ghillie suits used by WEST forces must be of a tan base/a majority of tan.

## **2.4 UNIFORM EXCEPTIONS**

- a.** Participants may apply for an exception to uniform requirements, requesting a unique camouflage pattern as long as they meet the following stipulations:
- The camouflage pattern must be approved by Tier One Airsoft administration prior to the event.
  - The camouflage must match their faction's base color; green for EAST Forces, tan for WEST Forces.
  - A squad leader must request the exception through email.
  - The entire squad must wear the camouflage uniform, top and bottom.
  - **This exception is rarely given and usually only approved for special units for gameplay purposes. Do not expect to be approved.**

# PACKING LIST

## On Your Person:

- Uniform – correct pattern or color for registered faction
  - Top
  - T-shirt
  - Pants
  - Underwear
  - Patrol Cap
  - Boots
  - Socks
  
- Picture ID
- Medical card in left breast or shoulder pocket w/
  - Name, allergies, major medical conditions, current medications takes, and emergency contact info
- Note pad with pen/pencil
- Cash for incidentals
- Watch (To track bleed out, operation tempo, etc)
- Load Bearing Equipment (Plate carrier, Chest Rig, Belt Rig, Etc.)
  - Magazine Pouches
  - Admin Pouch
  - GPS and/or compass (Required for PL, PSG, SL, and TLs)
  - Tourniquets or Bandages
  - Programmable Radio (Required for PL, PSG, SL, and TLs.)
  - 2L of water (or carried in assault pack)
  - Chemlights
  - Flashlight/head lamp. Preferably with red light source as well.
- Helmet
- Primary Replica
  - Magazines
  - Batteries/gas
  - Charger
  - Speed loader
  - Sling
  
- Secondary replica
  - Holster
  - Magazines
  - Gas
  
- Helmet (Strongly recommended)
- Gloves

## Assault Pack:

- Spare Chemlights
- 1x MRE
- Spare Radio/AEG/Flashlight/GPS/NVG/Camera/Optic batteries
- Spare gas for GBB replica
- Emergency Cold/Wet Weather gear
- 1x set of spare socks
- 1x t-shirt
- 10ft of 550 cord
- Small roll of duct tape

## Rucksack:

- Wet weather bag
- Sleeping bag or hammock
- Sleeping pad
- Poncho – for shelter/wet weather/camouflage
- Enough food and water for two days
- Cold/Wet Weather Gear
- Spare uniform.
- 2x pairs of socks
- Extra underwear and t-shirts
- Stove
- Eating Utensils
- Personal Hygiene Kit
  - Towel
  - Washcloth
  - Toothbrush
  - Toothpaste
  - Deodorant
  - Hand-soap
  - Personal items/medications
- Replica repair kit/spare parts
- E-Tool or shovel
- 2x Large heavy-duty garbage bags for trash

# **SECTION 3:**

# **Weapon Rules**

# CLEARING PROCEDURES

**NOTE: Point weapon into clearing barrels or safe directions for all steps.**

## **3.1 GAS BLOW BACK (GBB) CLEARING PROCEDURE**

- a.** Point the replica into the clearing barrel.
- b.** Place the safety lever in the SAFE position.
- c.** Remove the magazine from the replica.
- d.** With the replica pointing into the clearing barrel, pull the bolt to the rear, remove any chambered BB.
- e.** Ride the bolt forward.
- f.** Place the replica on FIRE.
- g.** Pull the trigger.
- h.** Pull the bolt to the rear and lock it into place.
- i.** Look into the chamber to ensure that it is empty.
- j.** Ride the bolt forward.
- k.** Re-cock the replica and place it on SAFE.

## **3.2 AUTOMATIC ELECTRIC GUN (AEG) CLEARING PROCEDURE**

- a.** Point the replica into the clearing barrel.
- b.** Place the replica on SAFE.
- c.** Remove the magazine from the replica.
- d.** Place the safety lever in the FIRE position.
- e.** With the replica pointing into the clearing barrel pull the trigger five times to clear any remaining BBs in the chamber.
- f.** Place the replica on SAFE.
- g.** Disconnect the battery.

## **3.3 AMMUNITION STATUSES:**

- a. RED:** Round chambered and magazine loaded.
- b. YELLOW:** Magazines loaded and chamber clear.
- c. GREEN:** Magazine out and chamber clear.

**NOTE: Do not carry your weapon on anything but safe – you will transition only when prepared to fire.**

# **REPLICA & AMMUNITION**

## **RESTRICTIONS**

### **3.4 REPLICA RULES**

- a.** All replicas must fire on semi-auto. Machine guns are the only exception to this rule and may fire full auto.
- b.** Machine gun replicas must have a real-world counterpart and are at the discretion of Tier One Airsoft staff.
- c.** Designated marksman rifles must fit into the spirit of the weapon system (not short guns), and have a magnified optic installed.
- d.** Sniper rifles must be bolt action, fit into the spirit of the weapon system (not short guns), and have a magnified optic installed.
- e.** Participants using a machine gun, designated marksman rifle, or sniper rifle are required to carry a sidearm that meets the criteria in section 3.5a.
- f.** Replica melee weapons, such as knives or tomahawks, must be a rubber or plastic training replica without sharp edges, with a blade no longer than 20 inches.

### **3.5 JOULE LIMITS**

- a.** Rifles and pistols are limited to 1.48 joules (400 fps w/ 0.20g BB).
- b.** Machine guns are limited to 1.87 joules (450 fps w/ 0.20g BB).
- c.** Designated marksman rifles are limited to 1.87 joules (450 fps w/ 0.20g BB).
- d.** Bolt action sniper rifles are limited to 2.81 joules (550 fps w/ 0.20g BB).

### **3.6 JOULE LIMITS & MINIMUM ENGAGEMENT DISTANCE**

- a.** Minimum Engagement Distances (MED) are defined as the minimum distance that a participant may fire upon another participant.
- b.** Rifle and pistol replicas that chronograph under 1.48 joules (400 fps w/ 0.20g BB) will have no MED and may fire upon enemy forces at any range.
- c.** Machine gun and designated marksman rifle replicas that chronograph between 1.49 and 1.87 joules (401-450 fps w/ 0.20g BB) will have a MED of 40 feet.
- d.** Bolt action sniper rifle replicas that chronograph between 1.48 and 2.81 joules (400-550 fps w/ 0.20g BB) will have a MED of 80 feet.

### **3.7 AMMUNITION RESTRICTIONS**

- a.** No high capacity or winding magazines are allowed at Tier One Airsoft events with the exception of box magazines used for machine guns. Box magazines should not be confused with high capacity magazines. Machine guns still may not use high capacity magazines.
- b.** Participants are not authorized to carry any loose BBs on their person in any way during the event. This includes BBs held in speed loaders. Participants found with loose BBs on their person will be ejected from the event. This excludes transporting BBs to and from the faction's spawn points at the beginning and end of the event. Participants are still not allowed to load their magazines in either these periods.
- c.** Participants may only load their magazines at their respective faction spawn points.
- d.** Some situations may require participants to place their bottles of BBs into supply boxes. This is on a case-to-case basis.
- e.** All bottles of BBs, especially those turned into supply boxes, should be labeled with tape and sharpie with the participants Name, Faction, and Unit. Example: John Doe, EAST Forces, Alpha 1-1.

### **3.8 MELEE WEAPONS**

- a.** Melee weapons may be used to 'kill' another participant but must follow the below guidelines:
  - The replica melee weapon should only be used to tap on other participants. Do not stab at other participants.
  - Melee weapons must be used from behind on an unsuspecting enemy participant. Melee weapon strikes to the front or sides of an enemy do not count or on an aware opponent do not count.



**SECTION 4:**  
**Casualties,**  
**Medical, & Armor**  
**Rules**

# **CASUALTIES, MEDICAL & ARMOR RULES**

## **4.1 DEAD RAG & DEAD LIGHT**

- a.** During daylight hours all participants are required to have a red piece of cloth (dead rag) on their person at any given time.
- b.** During nighttime hours all participants are required to have a red light glow-stick (dead light), either chemical or electric, on their person at any given time.

## **4.2 EVENT CASUALTIES**

- a.** Participants struck by a BB from a replica, in the kill radius of a replica explosive, tapped by a melee weapon from behind, or otherwise instructed by Tier One Airsoft staff, must immediately exclaim "HIT!" and are then considered 'wounded'. 'Wounded' participants are required to have a dead rag or dead light clearly visible.
- b.** Roleplaying, acting out, moaning or calling for medical aid is permitted while 'wounded'.
- c.** 'Wounded' participants are not allowed to communicate ongoing event information such as enemy locations, enemy numbers, or any other information that may aid still 'living' players in the event.
- d.** 'Wounded' participants must serve a minimum of five minutes as 'wounded' as a 'bleed-out' time before declaring themselves 'dead'. However, there is no maximum time limit for a participant to 'bleed out'.
- e.** 'Dead' participants are considered no longer an active participant in the event and may only be 'revived' by a medic, at their faction's respective spawn point.
- f.** 'Wounded' participants are highly encouraged to perform some form of roleplaying when 'hit'.

## **4.3 CARRYING 'WOUNDED' PARTICIPANTS**

- a.** 'Wounded' participants may be dragged or carried to safety for 'first aid' but must follow the below guidelines:
  - i.** Inform the 'wounded' participant you wish to 'carry' them and acquire the 'wounded' participant's approval.
- b.** The only authorized 'carry' for 'wounded' participants are with the 'wounded' participant's feet on the ground, capable of holding their own weight, and with an arm slung over the 'carrying' participant's shoulder.
- c.** If 'carrying' participants are 'wounded' then the other 'carrying' participant must immediately stop moving with the 'carried' 'wounded' participant and 'drop' him.
- d.** If contact between the 'wounded' participant and the 'carrying' participant is broken, then the 'wounded' participant must remain in position until that connection is re-established.

- e.** Wounded participants may be dragged if consenting. At no time should a participant being dragged be lifted off of the ground. If a 'wounded' participant needs to be lifted, then they must follow the 'carry' rules explained in Section 4.3b

#### **4.4 MEDICAL AID & ARMOR**

- a.** Participants who are 'wounded' may be 'revived' by other plays by the use of bandages or tourniquets. Bandages or tourniquets may be used from either the 'dead' participant or the 'alive' participant. It is suggested that players keep their own bandages or tourniquets. The bandages or tourniquets must be placed around the 'wounded' player's arms and be clearly visible.
- b.** Participants are forbidden from 'reviving' themselves. Another participant must do this.
- c.** All participants may be 'revived' once by default.
- d.** Participants wearing only one piece of body armor, such as only a plate carrier or only a helmet may be 'revived' a second time.
- e.** Participants wearing two pieces of body armor, both a plate carrier and helmet, are may be 'revived' a third time.
- f.** Participants who 'die' are encouraged not to provide information to others that they learned before 'dying'. For example, if you see an enemy sniper but fail to disclose this information to others before 'dying' then you should refrain from telling others after 'respawning'.
- g.** 'Wounded' participants may be carried to a casualty collection point (if in use) to be 'revived' prior to the five minutes 'bleed out' time.
- h.** 'Dead' or 'wounded' participants may have their bandages/tourniquets removed by a medic by drinking a full bottle of water. The medic must then remove the 'wounded' participants bandages. Participants are then considered to have respawned.
- i.** Medics may exchange empty bottles of water at their respective Patrol Base.
- j.** 'Dead' or 'wounded' participants may not be given buddy aid or medical aid while in a vehicle and must be removed from the vehicle prior to being given buddy aid or medical aid.

#### **4.5    SEARCHING OTHER PARTICIPANTS**

- a.** Participants are allowed to search other 'wounded' participants while the other participant is in their five minute 'bleed out' period.
- b.** To conduct a search, the participant must acquire the 'wounded' participant's consent first.
- c.** Participants are not allowed to hide or search for items, such as items of intelligence, inside of under garments.
- d.** Participants are not allowed to rearrange items on their person after being 'hit' (No hiding maps/items/etc after being hit). All attempts to hide information from enemy forces must be done prior to being 'hit'.
- e.** If a 'wounded' participant consents to being searched then searching the participant may then go through the 'wounded' participant's belongings to include their gear, clothing, and backpacks. Searching participants are expected to be respectful with other participant's belongings while searching. Do not simply turn a back pack upside down and empty the belongings onto the ground.
- f.** If denied consent or consent is retracted at any time during a search (even after consent has been given) then the searching participant must immediately stop searching through the 'wounded' or 'dead' participant's belongings. The 'wounded' or 'dead' participant must then provide any items to the searching participant as requested, such as radios, maps, notebooks, playbooks, etc.
- g.** Searching participants are allowed a reasonable amount of time to copy down details from items found on the 'wounded' or 'dead' player.

# **SECTION 5:**

# **Vehicle Rules**

# **VEHICLE RULES**

## **5.1 VEHICLE OPERATION RULES**

- a.** All vehicles will be left in first gear and will not travel more than 10mph.
- b.** All vehicles must show the proper signage on the front, rear, and sides of the vehicle.
- c.** All drivers must have a valid driver's license.
- d.** All vehicles must be registered through Tier One Airsoft staff.
- e.** If a vehicle is eliminated any of the passengers being transported may disembark the vehicle and are considered active.

## **5.2 PARTICIPANT OPERATED VEHICLES (POVs)**

- a.** Some Tier One Airsoft events may allow the use of vehicles by participants. These vehicles must be approved by Tier One Airsoft prior to the event. Not following any rules or the intent behind these rules will result in an immediate ejection from the event.
- b.** POVs may be used as either simulated air craft, light vehicles, or heavy vehicles so long as they meet all the requirements and are approved by Tier One Airsoft staff.
- c.** Once a POV has been approved as a specific type of vehicle it may not be switched in-game.
- d.** All POVs must have a driver and co-driver in the front seats of the vehicle during vehicle operation.
- e.** Only designated drivers and co-drivers may operate a specific vehicle.
- f.** All drivers and co-drivers must be 18 years or older and possess a valid driver's license.
- g.** A vehicle's co-driver will assist the driver in any movements that may be dangerous to themselves, the vehicle, or other participants.
- h.** Drivers and co-drivers may switch with each other as needed.
- i.** Co-drivers will check behind of the vehicle before the driver operates the vehicle in reverse.
- j.** Co-drivers will walk ahead of any vehicle moving through tall grass assuring that no other participants, replicas, or gear are in the path of the vehicle.
- k.** Drivers and co-drivers who are 'killed' may remain with the vehicle while 'dead' to assist in vehicle operations as the co-driver (tall grass, reverse, etc).

- l.** All POVs will register with Tier One Airsoft. Registration includes sending a picture of the POV being registered and the names of the driver and co-driver.
- m.** All POVs must have a red dead rag in the cabin of the vehicle to be displayed once eliminated.
- n.** All POVs have a 30 minute respawn.
- o.** All vehicles must serve a minimum of 5-minutes stationary where they were eliminated at. However, vehicles may remain where they are however long they deem fit.
- p.** POVs, once eliminated, will return to a designated location (typically admin booth/parking lot) to check in and check out with administration to verify the respawn time, then return to their faction's respective spawn point. Any vehicle found not checking in or out with administration will immediately be removed from the event.

### **5.3 STAFF VEHICLE**

- a.** Staff vehicle symbol:

**STAFF**

- b.** Staff vehicles such as cars or trucks will be marked by the appropriate staff vehicle symbol on the front, back, and flanks. Staff vehicles are considered out of the event and are not to be fired upon or used as cover.

### **5.4 SIMULATED AIR CRAFT**

- a.** Simulated aircraft/helicopter symbol:



**HELICOPTER**

- b.** Simulated air craft are considered immune to all forms of damage unless directed by staff.
- c.** Simulated air craft are not allowed to 'land' in any areas containing 'anti-air'.
- d.** Simulated air craft must 'land' to pick-up or drop-off participants. 'Landing' consists of coming to a complete stop.
- e.** Participants are forbidden from firing out of or into any vehicles marked as a simulated air craft.
- f.** Participants exiting the simulated air craft vehicle are not considered 'in play' until they have their feet touch the ground.



## **5.5 LIGHT VEHICLES**

**a.** Light vehicle symbol:



- b.** Light vehicles are any vehicles that are not armored, typically civilian in nature.
- c.** Light vehicles may be eliminated by 'sustained fire' onto any of the windshields/glass on the vehicle.
- d.** Light vehicles may be eliminated by airsoft approved explosive devices such as foam rockets, claymores, or grenades.
- e.** Passengers being transported by a light vehicle may not engage or be engaged by enemy forces unless dismounted or unless otherwise stated.
- f.** Passengers may not dismount until the vehicle has come to a complete stop.
- g.** Passengers are not considered dismounted until both of their feet have touched the ground.
- h.** Dismounted passengers who are 'wounded' must move a reasonable distance away from the dismount area to allow others to dismount and prevent potential injuries.
- i.** Light vehicles may have a mounted weapon system on top of the vehicle. Any personnel using a mounted weapon system is considered a weapon systems crew member.
- j.** All weapon system crew members will follow all orders from the driver and/or team chief.
- k.** All mounted weapon crew members may engage and be engaged by enemy forces.
- l.** Mounted weapon crew members may retreat into the vehicle to serve their bleedout.

## **5.6 ARMOR**

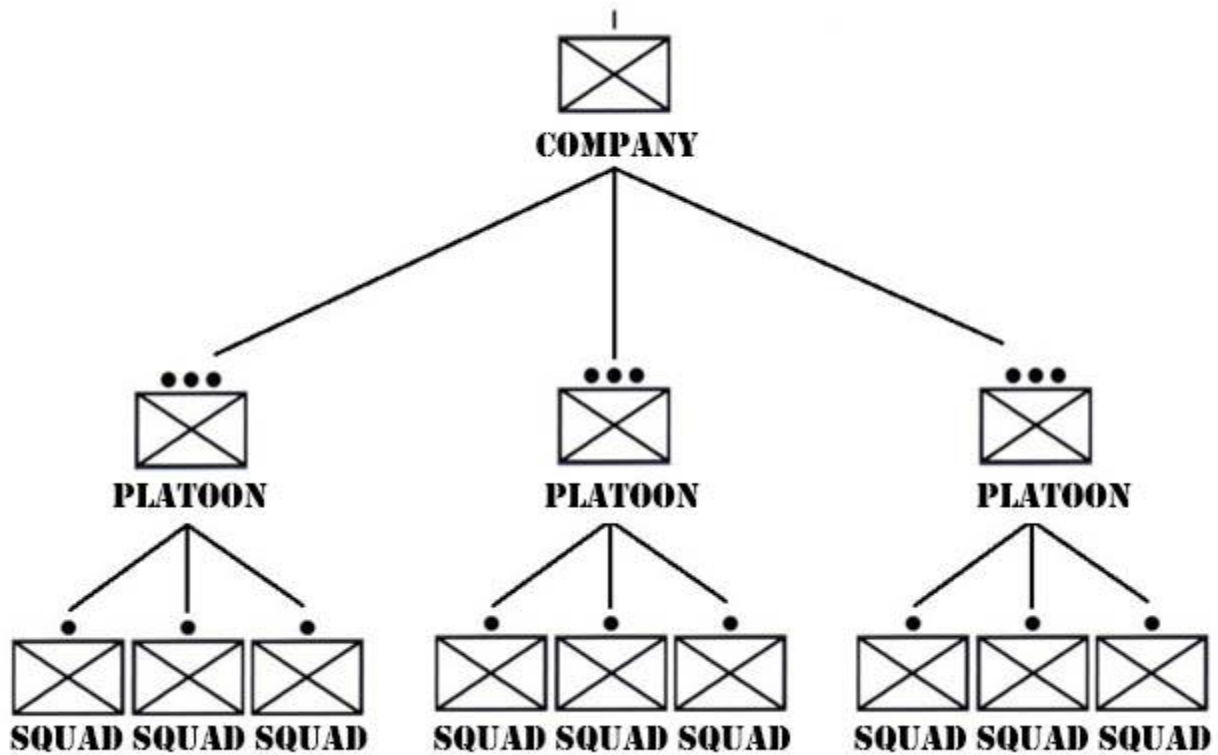
**a.** Armor vehicle symbol:



- b.** Armored vehicles consist of up-armored civilian vehicles as well as military vehicles.
- c.** Armored vehicles can only be destroyed by airsoft approved explosive devices such as foam rockets.
- d.** Passengers being transported by an armored vehicle may not engage or be engaged by enemy forces unless dismounted or unless otherwise stated.
- e.** Passengers may not dismount until the vehicle has come to a complete stop.
- f.** Passengers are not considered dismounted until both of their feet have touched the ground.
- g.** Dismounted passengers who are 'wounded' must move a reasonable distance away from the dismount area to allow others to dismount and prevent potential injuries.
- h.** Armored vehicles may have a mounted weapon system on top of the vehicle. Any personnel using a mounted weapon system is considered a weapon systems crew member.
- i.** All weapon system crew members will follow all orders from the driver and/or team chief.
- j.** All mounted weapon crew members may engage and be engaged by enemy forces.
- k.** Mounted weapon crew members may retreat back into the vehicle to serve their bleedout.

**SECTION 6:**  
**Force**  
**Organization &**  
**Responsibilities**

# FORCE ORGANIZATION



# **ROLES & RESPONSIBILITIES**

## **6.1 COMMANDING OFFICER (CO)**

- The commanding officer is responsible for everything and everyone in the unit.
- Commands subordinate leadership.
- Establishes standard operating procedures (SOP)
- Issues operation orders (OPORD) for tactical operations.

## **6.2 EXECUTIVE OFFICER (XO)**

- Second in command.
- Manages quick response force (QRF).
- Performs duties as directed by the CO.

## **6.3 SUPPLY OFFICER(S4)**

- Handles the intake and outflow of participant ammunition.
- In charge of preparing platoon 'supply drop' boxes.
- Controls intake and outflow of participant items.

## **6.4 PLATOON LEADER (PL)**

- Leads the troop to accomplish the CO's intent and complete missions assigned by higher command.
- Maneuvers squads and other fighting elements.
- Controls the emplacement of key weapon systems.
- Assigns clear tasks, purposes, and expectations to his squads.

## **6.5 PLATOON MEDIC (PM)**

- Provides medical aid to critical injuries (in game).
- Works with command to setup CCPs.
- Manages and distributes the use of medical supplies (water bottles).

#### **6.6 SQUAD LEADER (SL)**

- Conducts PCC and PCIs.
- Prepared to assume the role of the platoon leader.
- Receives squad logistic reports and requests for ammunition, water, or rations.
- Helps establish and run the CCP as needed.
- Understands the mission from their part, the squad leader's part, and the platoon leader's part.

#### **6.7 RIFLEMAN (RM)**

- Constructs and occupies hasty firing positions.
- Engages enemy forces in close quarters battle (CQB).
- Breaches buildings.

#### **6.8 GRENADE LAUNCHER (GR)**

- Carries the fire team's 40mm grenade launcher.
- Accomplish all tasks given to riflemen.
- Engages enemy vehicles with appropriate ammunition.
- Engages enemy fortifications with appropriate ammunition.
- Able to judge and readjust aim of 40mm grenade to destroy targets.

#### **6.9 AUTOMATIC RIFLEMAN (AR)**

- Carries the fire team's machine gun.
- Engage groups of enemy personnel, bunkers, and vehicles.
- Provides suppressive fire upon enemy forces.
- Provide the fire team and squad with fire superiority.

#### **6.10 DESIGNATED MARKSMAN (DM)**

- Carries the fire team and squad's designated marksman rifle.
- Provides the fire team and squad with accurate fire.
- Eliminates unique enemy targets.

**SECTION 7:**  
**Radio**  
**Communications**

# **RADIO COMMUNICATIONS**

## **7.1 RADIO PROCEDURES**

- a.** The squadron RTO will issue the SOPs for radio communication.

## **7.2 CALL SIGNS**

- a.** Call signs to be used on the net will be specified before the event by leadership.

## **7.3 ENEMY RADIO FREQUENCIES**

- a.** Command for each faction are authorized to listen to enemy radio frequencies.
- b.** Participants are not authorized to transmit or interfere in any way with the radio communications or frequencies of enemy forces.



# **SECTION 8:**

# **Recovery**

# **RECOVERY**

## **8.1 POST MISSION RECOVERY OPERATIONS**

- a.** All members of the platoon will debrief in the company TOC.
- b.** All gear and equipment will be inventoried.
- c.** Replica maintenance.
- d.** Resupply and reload magazines and grenades.
- e.** Resupply food and water.
- f.** Prepare equipment for the next mission.
- g.** PCCs and PCIs.

# **SECTION 9:**

# **Change Log**

# CHANGE LOG

- **2017.08.22, v1.0** – Created Tier One Airsoft TACSOP.
- **2017.08.23, v1.1** – Changed uniform requirements.
- **2017.08.24, v1.2** – Changed weapon requirements.
- **2017.09.18, v1.3** – Added T1 Airsoft logo to front cover.
- **2017.10.06, v1.4** – Edited 2.3d to read EAST ghillie suits, not WEST ghillie suits.