



Coyote Airsoft Milsim TACSOP v.6

Teams

There will be two teams at this year's milsim - OpFor and Militia (no NATO this year).

OpFor is located in the back of the woods at The Pit. OpFor's base has been expanded to include OpFor intersection and the two front OpFor outposts. OpFor players can be identified by their blue bandannas.

Militia is located across the creek in the far north corner. Militia players can be identified by their white bandannas.

Playing Field Boundaries

Try to stay on our property for the most part. Playing boundaries are as follows - Do not pass the road, do not go into the cornfield on the south side of the house, do not enter Otte's yard or pass into Otte's woods past the white marker near Militia, and do not go too far past the backwoods respawn barrels behind OpFor or Militia. No shooting into or out of the garage. The garage will be a safe space where you can recharge your batteries, troubleshoot guns, take off and clean your eye pro, or just recuperate if you need it. DO NOT shoot the new shed. The area around the new shed should be considered as a no-shoot zone and should NOT be used for cover. The playing area will be clearly marked off with string. No shooting into or out of the marked no-shoot areas.

Minimum Engagement Distances

Your minimum engagement distance (MED) is the closest you are allowed to shoot someone. We will determine your FPS before the game starts and assign you a MED accordingly.

<300 fps = 0ft MED (most spring pistols), these guns will be marked with blue zip ties.

300-400 fps = 50ft MED (most electric rifles), these guns will be marked with yellow zip ties.

>400 fps = 100ft MED (most snipers), these guns will be marked with red zip ties.

If someone comes within your MED, you have three options:

Option 1 - Switch to a weaker gun or switch to a knife.

Option 2 - Call a mercy kill by yelling “bang bang” or “surrender”. Try to use this option sparingly and only when you have a clear drop on somebody. You can only call a mercy kill on one player at a time. If you call a mercy kill against an enemy player, you are BOTH out. NO ARGUMENTS!

Option 3 - Back up and shoot them from a further distance. This is my preferred choice when possible.

Hit Rules

Gun hits and ricochets count as hits. If you get hit, call “hit”, act like you’re dying, make dying noises, and LAY DOWN. You cannot move from the spot where you were hit (unless you need to get out of the line of fire). Make it EXTREMELY clear you are hit, or else you may continue to get shot. After you are hit, you have a roughly one minute bleed out time. During your bleed out time three things can happen:

1 - A friendly medic can come up to you and revive you back into the game.

2 - An enemy player can come up to you and take your dog tags. After your dog tags have been stolen, you can go to respawn. You can not have your dog tags stolen while walking back to respawn or while on respawn.

3 - Your one minute bleed out times out, after which you can put your hands up and go to respawn.

Important notes - If you decide to wait for a medic, you are allowed to wait longer than one minute for your bleed out. However, this also gives enemy players more time to steal your dog

tags. Also, make it VERY clear that you are dead when walking back to respawn, otherwise you may end up getting shot again. Put your hands up, put a dead rag on, or shout “dead man walking” to avoid getting shot while walking to respawn.

Respawn

There are three fixed respawn points throughout the playing field. Each respawn point is marked with a 55 gallon barrel marked with a duct-tape cross. Each team will have one fixed respawn point specific to their team in addition to a single communal, or shared, respawn point.

Militia Respawn: Backwoods Creek Respawn - located along the creek near the back of the woods. Only militia players can use this respawn.

OpFor Respawn: Backwoods Field Respawn - located along the field behind OpFor’s base. Only OpFor players can use this respawn.

Communal Respawn: Front Yard Respawn - located in the middle of the front yard. Any player from any team can use this respawn.

Important notes - The garage is NOT a respawn. After you get to one of the three respawn points, tap the barrel with your hand and then jump off whenever you are ready to rejoin the game. Once you cross the playing field boundary marked by rope, you are back in. No shooting into or out of respawn. DO NOT camp respawn points. Allow people to go separate ways if using the shared respawn point.

Squad Roles

Squad roles are designated by colored armbands. Blue armbands represent medics. There are four medics per team. Orange armbands represent support gunners. There are four support gunners per team. Everyone else are riflemen.

Medics - Medics are the only players who can revive people. If you are wearing a blue armband, you are a medic. Medics can revive both teammates and allied enemy players. Medics revive dead players by holding onto them and counting to twenty. Medics CANNOT use sticks or guns to reach out and revive dead players. Medics are not allowed to revive other medics. Therefore, medics are respawn only. Medics are semi-auto only.

Support Gunners - Support gunners are the only people who can go full auto. If you are wearing an orange armband, you are a support gunner.

Riflemen - Riflemen are semi-auto only. If you are not wearing an armband, you are a rifleman. Your team can decide who are the medics and who are the support gunners by handing out the colored armbands included in your startup files at the beginning of the game. During the game, you are allowed to switch up the medics or support gunners at any time by simply swapping the armbands with other teammates.

Important notes - If you are wearing an armband and are dead, you can not swap your armband to an alive teammate during your bleed out time. Armbands must be worn by a player at all times. In other words, no leaving armbands off for extended periods of time, such as keeping a medic armband in a base to only be grabbed at convenient times. Also, you can only wear one armband at a time (no medic-support gunners out there).

Primary Objectives (same each year)

Dog Tags - Each team starts with 40 dog tags. Each dog tag is worth 2 points. Dog tags have to be worn around your neck and remain visible. NO CARRYING DOG TAGS ANYWHERE BESIDES AROUND YOUR NECK (if the dog tags cannot fit over your head gear, you can wear

them around your wrist). Dog tags can be shared among living partners. Dog tags are acquired by confronting a dead enemy player during their bleed out time and taking their dog tags off their neck. You can take ALL of the dog tags from the dead player. After taking their dog tags, they must immediately be placed around your neck or your partner's neck. You are NOT allowed to carry more than 5 dog tags around your neck at any one time. For example, if you have 3 dog tags on and you kill an enemy player wearing 4 dog tags, you can only take 2 dog tags. The remaining 2 dog tags can only be taken off the dead enemy player by a different player on your team. You can NEVER carry more than 5 dog tags at any given time. Dog tags will be counted at the end of the first half, reset and redistributed for the second half, and counted again at the end of the second half.

Tickers - One tally ticker is located at each base. The tickers are zip tied to a stake and cannot be moved. The goal is to raid OTHER team's bases and tick their tickers. Every 200 ticks equals minus 1 point to that team's final score. The tickers max out at 10,000 ticks, or minus 50 points. The ticker count will be rounded down. For example, if your ticker has 655 ticks, you would currently have minus 3 points (just divide your total ticker count by 200 and ignore the remainder). The ticker count will be recorded within the garage at the end of the first half and reset back to zero for the beginning of the second half. The ticker count from the first half and second half will be added up for each team's total point deduction at the end of the game.

Flag Hang - Each team has their own flag. OpFor has a blue flag and Militia has a white flag. The flags are located at the base of the flagpole. NO STEALING FLAGS and NO MOVING THE FLAGPOLE. The flags have to stay at the base of the flagpole. The flagpole is located in the woods near Ghost Town. To take control of the flag, you have to insert your team's flag into

the top of the flagpole. Whoever's team's flag is hanging at the end of the first half of the milsim earns 50 points. If the flagpole is tipped or there is no flag hung in the pole, no team gets the points. Similar to the tickers and dog tags, the flag hang winner will be recorded within the garage at the end of the first half and reset back to empty for the beginning of the second half. Whoever's team's flag is hanging at the end of the second half of the milsim will earn an additional 50 points.

Secondary Objective (new each year)

Ice Cream Bucket Scavenger Hunt - 5 ice cream buckets will be hidden within the playing field boundaries prior to the start of the game. The goal is to find the buckets, maintain possession throughout the day, and present them to me at the end of the game. Buckets can be hidden anywhere within the playing field boundaries. NO hiding buckets outside the marked playing field. Buckets can be stolen from dead enemy players or hiding spots. Each ice cream bucket is worth 10 points.

Startup Files

Each team starts with a startup file containing 40 dog tags, four blue medic armbands, and four orange support gunner armbands. All game items will be returned at the end of the game for the final count.

General Rules / Notes

No taking off eye protection. The only time you should take off your eyepro is during the ceasefire, inside the garage, inside the no-shoot zone, or inside the house.

No taking hostages.

No driving vehicles. Four wheelers, golf carts, and gators are allowed.

No calling timeouts (unless it is a real-world emergency). Reloading your mag or breaking your gun is not a real-world emergency. You can call yourself “hit” and walk back to the garage if you are dealing with a gun malfunction that cannot be taken care of on the field.

You can use the bathroom inside the house if you need it. The bathroom is located through the garage door and is the first door on the right.

You can use the front yard hose to refill on water if you need it.

Extra outlets are available inside the garage and within the house.

You cannot use a riot shield and gun at the same time. NO using large pieces of cover, such as doors, as moving riot shields.

Game Times

The game starts at 2:30pm and ends at 9:00pm. There will be a supper ceasefire from 5:00pm-6:30pm to eat supper and prepare for the second half of the milsim. No shooting or playing objectives during the ceasefire. Game items will be returned, scores will be tallied, and winners will be announced at 9:15pm.

If you have to leave early for work, school, sports, or any other reason that’s fine, but make sure you give any game items (like dog tags or armbands) back to your teammates and any borrowed guns or gear back to their owners.

Goal

The overall goal is to be the team that finishes the milsim with the most points. You earn points by playing the objectives. Points will be tracked in the garage on the whiteboard. The points will be tallied up at the end of the milsim.

However, more importantly, the real goal of the milsim is to have fun and create some awesome war stories and memories with your friends. So, play honest, stay safe, don't start arguments, CALL YOUR HITS, enjoy just being a kid for a day, and have fun.