

**OFFICIAL DOCUMENT**

**STANDARD OPERATING PROCEDURE**

**MILSIMQUEBEC.CA**



**STANDARIZED BY THE MILSIMQUEBEC PAINTBALL ASSOCIATION COMITTEE (ENGLISH VERSION)**

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## MILSIMQUEBEC STANDARD OPERATING PROCEDURE

The S.O.P.\_MSQC© protocol is the result of a compilation and standardization of different rules and/or standards used by the various teams who practice military simulation and/or tactics. Those teams are also part of the Quebec<sup>2</sup> MILSIM movement\*. That's why MILSIMQUEBEC.CA established the CAP\_MSQC©.

Here is a list of CAP\_MSQC team members:

(You can, at any time, see an up-to-date list as of today via [WWW.MILSIMQUEBEC.CA](http://WWW.MILSIMQUEBEC.CA). Also you can consult all the details related to the meeting.)

- **Arachnid** [.qc]
- **AMT** – Aventurier Milsim Team [.qc]
- **B.B.W.S** – Big Bad Wolf Squad [.qc]
- **C.A.T.** – Commando d'Action Tactique [.qc]
- **CHAOS** – [.qc]
- **E.C.H.O.** – Escouade de combat Hors Opérations [.qc]
- **F.F.O.** – Les Forces des Frères Offensifs. [.qc]
- **F.I.S.T.** – Fast Intervention Strike Team [. qc]
- **Les Patriotes** [.qc]
- **Manticore** [.qc]
- **Mi-Lys** [.qc]
- **Raven Corporation** [.qc]
- **Renegade** [.qc]
- **S.A.S.** – Section d'Assault Special [.qc]
- **S.S.F.** – Secretly Special Force [.qc]
- **Sierra** [.qc]
- **S.U.A.T.** – Special Unit Assault Team [.qc]
- **T.A.G.** – Tactical Army Ghosts [.qc]
- **Tactical Warriors** [.fr]
- **Vanguard** [.qc]

### \*\* The Milsim Quebec Paintball Association Committee

The mandate was to regroup, by invitation and under certain conditions, a collective of team leaders and/or operators in an annual meeting, so to rework the protocol and determine the general rules for any game held by members of the Milsim Quebec movement.

### \*The Milsim Quebec movement

The goal and the spirit of military and/or tactical simulation according to MILSIMQUEBEC.CA community, is composed of two objectives:

First one being to simulate as closely as possible different situation lived by operators with the means we have at our disposition. To do so we must use equipment like the one used in combat zones or interventions. Paintball markers must also represent the different type of weapons in use today around the world, so it can simulate as closely as possible the environment we are trying to simulate.

The second one is related to the challenge and the different game strategy. With this document, we can define the difference between MILSIM and "reball" (those differences are solely those of MILSIMQUEBEC.CA community)

In our view, a MILSIM operator must show honesty, integrity and discipline. The different operations and mission objectives are much more complex than any "regular" paintball game. Games can sometime last a few hours and have multiples mission objectives.

The mission objectives are mainly based on the mastery of certain tactical actions, be it in an urban environment or a wooded setting or also during recon patrols, ambush, communications, camouflage, prisoner or crowd control, VIP escort, etc. MILSIM is not an elimination game between 2 teams.

This summarized the definition of the Milsim Quebec movement relate by the community and members of MILSIMQUEBEC.CA who, to this day, has more than 1800 followers in north America and in some part of Europe.

### SOP\_MSQC certification

The seal of approval means that an operation and/or event provides a true MILSIM experience of quality in a setting recognized by CAP\_MSQC and the notoriety of MILSIMQUEBEC.CA community.

Inversely, the absence of the seal implies that the organization is independent and doesn't ensure a MILSIM-certified operation and/or event as per the CAP\_MSQC and notoriety of MILSIMQUEBEC.CA community.

The application of the seal of approval can be certified in any operation and/or event private or public anywhere in Quebec only if a member of the CAP\_MSQC can prove its conformity.

Any modification to this protocol will be possible only if it's voted and approved by a majority of CAP\_MSQC members.

However, this protocol is free of use and is accessible to the public as a means of reference only. Any reproduction and/or distribution of this material in part or in whole under another name is a direct violation to the intellectual property of MILSIMQUEBEC.CA



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## Impact

### 1.1 Hit

To ensure the greatest realism possible, we use the notion of a "hit" to determine if the player is injured or dead. A hit happens when a paintball touches the player. The paintball might or might not break, but either way it counts as a hit. Honesty is a must, you are the only one responsible! Cheaters will be expelled from the game.

The equipment that an operator is wearing (vest, pouch, etc.) counts as being part of the operator's body.

If a pouch is hit, it is considered out of use, even if the operator gets first aid from a medic. [4.2] The pouch stays this way until this operator "dies".

### 1.2 Marker hit

If a paintball hits your weapon, you're not dead, but your weapon is out of service.

When this happens, you can use a secondary weapon if you have one.

You can also simulate taking a dead player's weapon (which proves the importance of dead players to stay on the ground) by touching it, then by wiping the paint off your OWN weapon. Note that you must simulate borrowing a weapon of the same category (you borrow a primary weapon for primary weapon and a secondary for a secondary)

### 1.3 Injuries

You get injured when you get touched to the legs and/or the arms (hands and feet included).

If you're injured, you can get to cover by crawling a maximum of 10 feet around you.

If you're not able to get to cover you must sit on the ground.

You can continue to communicate with the other operators.

**You can be healed only by a medic [4.2]**

#### 1.3.1 Serious Injuries

If you receive multiple hit in a first burst (\*), you will need one bandage for each hit.

You will have to wait for a medic to heal you.

**On the second burst, you are considered dead.**

**If you are injured and not healed within the next five minutes, you die from "blood loss".**

If the bandage falls, it must be **properly replaced by a medic [4.2]** before carrying on with your mission. [4.2]

**\*\*\*Your equipment is considered as being part of yourself (I.E. a hit on a pouch counts as a normal hit).**

(\* ) A burst is the result of multiple hits from one full automatic salvo

#### 1.3.2 Deadly Injuries

You are dead if:

-You get hit on the chest (\*) or on the head (\* to know the limit of the chest, imagine wearing a sleeveless shirt)

-A grenade "explodes" in a room where the player is standing (see [2.4.x] and [3.4.x])

-A grenade "explodes" within a range of 10 feet around the player in an opened field (see [2.4])

Dead operators CAN'T talk under any circumstance (unless related to something outside the game).

A dead operator stays on the ground where they got hit until the action has moved to area of the field or that at least 10 minutes have passed since the hit. A dead player can be useful to other players who might need ammunitions, grenades, replacement weapons, etc. **(of course this must be done with the person's consent)**

A dead person moving around the playing field must do so without interfering with the ongoing game.

\*\*Any player that goes out of the field or in the safe zone (for any reason) is considered dead and must wait for the next operation or respawn. If an operator takes the pulse of a downed operator, this person must answer the question by giving his status (dead or injured).

**\*\*\*You can't fake being dead**

#### 1.3.3 Real Injuries

In the case of a real injury, you must let everyone know of the injury by shouting "911" as loud as possible. At that moment, the **game stops and you help the injured person.**

### 1.4 Moving a dead or an injured operator

To move an injured person (in a game/simulation), you must keep a physical contact (as real and plausible as possible) with the "injured" player. I.E arms around the shoulder, pulling the person by using the handle on their vest, etc.

Physically carrying a person isn't advised.

**\*\*An injured player being moved around by a teammate must walk; he CANNOT run\*\***

If you're moving an injured player, you can only use and fire a secondary weapon. This applies only to the non-injured player.

**As soon as contact with the injured or dead person is broken, the injured/dead player drops down to the ground.**

You can use a dead player as cover **only if he says it's okay!**

### 1.5 Freeze

The traditional freeze (1) doesn't exist

The summation freeze (2) can be used and is encouraged

(1) Conventional freeze is the "no shooting" within a 10 feet range normally used in a recball game

(2) Summation freeze is defined as what law enforcement personnel use against a person to get him to cooperate, subdue or give-up.

### 1.6 Blind shooting (1)

Shooting around corner without looking is fine if it's done with a secondary weapon to avoid overshooting.

(The only exception to this rule is [3.2]).



## Equipment and material

### 2.1 Ammunition

At the start of each mission:

You can have a maximum of 230 paintball for your primary marker, including the loader (exception [4.3])

You can have a maximum of 30 paintball for ALL your secondary markers of any type (see [2.3])

Every operator must keep in mind that their equipment can be checked out to ensure compliance.

### 2.2 Primary marker(s)

Any marker that uses a Cyclone or a Rip Clip MUST have a tac-cap that is cut to receive 30 paintballs.

Markers that use traditional loaders, only a 50-paintball loader is permitted (JT or Brass Eagle).

If you use a primary type weapon as a secondary (I.E. SMG) you still need to respect the [2.1] rule (also see [4.1] except for [4.3])

### 2.3 Secondary(s) marker(s)

Four types of weapons are in the secondary weapons category (sniper rifle, shotgun, bow and pistol (or handgun)).

You can carry as many secondary weapons as you like, if you respect the total of paintballs you can carry for those (as mentioned in rule [2.1])

### 2.4 Grenades, Smoke grenades, Mines, Claymores etc.

Allowed. Their fabrication must be approved by the organizers.

#### 2.4.1 Grenades:

- Two of each type per person per day

#### 2.4.2 Smoke Grenades:

- Two of each type per person per day

#### 2.4.3 Mines:

- One per engineer [4.4] per day

#### 2.4.4 Claymores:

- One per engineer [4.4] per day

### 2.5 Tactical Shield

**You can only use a pistol when you hold a shield.**

If you face a grenade or a grenade-launcher that explodes in front of you, you are considered dead and the shield is out of service.

If another operator wishes to take the shield while you're dead, you must tell him if it's usable or not.

The size of a shield must not exceed 4' high by 3' wide.

Only one shield is permitted per 8 operators.

### 2.6 Restraining Devices (Tie wraps / handcuffs / ropes)

Tie wraps, fake handcuffs (that do not require a key) or rope can be used to hold a prisoner.

**DON'Ts:**

-You cannot tie the legs together or tie the hands in the back of a prisoner

**DOs:**

-You must slide the hands of the prisoner [4.5] in the restraining device.

-It is mandatory that the prisoner can easily take off the restraining device for security reasons.

-Also, the hands must be "tied" in front for the same security reasons.

-It's also possible to slide one leg into a restraining device. (See rule 4.4 for the details on what a prisoner can and cannot do)

### 2.7 Medical kit

A med kit is resupplied at the start of each new operation. Only the medic [4.2] can renew his med kit at any time during the game by going back to base or as the scenario dictates and as the organizer see fit. (see [4.2.x])

A med kit holds these items:

-A believable bandage (it must wrap at least twice around the wound)

-A coagulant (any powder or salt will do)

-A toy syringe (without a needle)

### 2.8 Knife

Any hit made by a rubber knife to the head, chest or back and you are dead.

For the rest of the body, the knife is useless as it doesn't do any injury.

### 2.9 Bulletproof vest

General rule: No advantage whatsoever

*Some scenarios might grant advantages, but these are left to the organizers.*

### 2.10 Ballistic helmet

General rule: No advantage whatsoever

*Some scenarios might grant advantages, but these are left to the organizers.*



## Environment

### 3.1 Roofs

Generally, a building without a roof is considered as so, unless specified otherwise by the organizers.

### 3.2 Holes

You cannot shoot through a hole where only the barrel of your marker can be inserted. Your opponent must be able to shoot back at you.

### 3.3 Walls

Any representation of walls, no matter the kind of material, cannot be destroyed by shooting at it or by using explosives.

### 3.4 Various obstacles

Barrels, tires, wood pallets, etc. don't protect the operator from a grenade or any other explosive **blast in an enclosed space/room**. However, in an open area, those obstacles do protect the operator from the explosion if they do not get touched by it (I.E. if you are hiding behind tires and a grenade explodes in front of those tires, you're okay. If you are hiding behind the same tires, but the grenade goes off next to you, you are dead even though the enemy can't see you behind your hiding spot).

### 3.5 Fixed or moving vehicles

All vehicles protect the operator hiding behind it, be it in a closed or opened space, (I.E. garage) against explosive if the operator doesn't get hit (same example as in 3.4)

## Roles

### 4.1 Standard operators

The operator can carry two markers from the primary category, however the second one must be used as a secondary weapon per the use of the secondary weapons rule [2.1]. However, no secondary type weapons per the [2.2] rule can be carried.

OR

The operator can have one primary marker and multiple secondary weapons, per [2.1] and [2.3] rules.

An operator can have one individual med kit but cannot heal any other operators or himself. However, he can heal a medic per the [4.2] rule.

### 4.2 Medic

A medic can carry the same combination of weapons as a normal operator (see [4.1])

A medic can have unlimited med kits per operation (see [2.7])

The medic does not need to wear any type of identification badge except for the bag containing the med kit. This bag must be clearly identified but can be hidden.

#### The medic cannot heal himself.

He can be healed by another medic or by a standard operator. However, the standard operator must use apply the rule stated in [4.2.1] twice.

In other words, an operator healing a medic must use two med kits per wounds (2:1 ratio).

A medic healing another medic follows the regular [4.2.1] rule (1:1 ratio).

Medics and operators can borrow each other's med kit with given consent.

**1 medic per 8 men**

#### 4.2.1 Protocol to heal an injured operator with a medical kit (see [2.7])

-Apply the coagulant

- "inject" a dose of morphine with the syringe

-Apply a bandage on the wound (At least 2 turn around the wound)

### 4.3 Heavy gunner

A heavy gunner can carry up to 800 paintballs per operation and/or respawn and/or after going back to HQ. His light machine gun (LMG) is the only primary marker allowed for this role (see [2.2.x]), however he can carry **1** secondary weapon as per the [2.1] and [2.3] rules.

To give a sense of realism to the look and mobility, **it's highly recommended** that this operator uses a marker that looks like an LMG.

Only the LMG can have a loader of 200 paintballs on the marker (to simulate this type of weapon).

**1 heavy gunner per 8 men**

### 4.4. Engineer and Sapper

The Engineer and Sapper must wear a backpack, so they can be differentiated from the other roles.

The Engineer and Sapper is the only one that can defuse a claymore, a mine or any other explosive device.

The Engineer and Sapper can only carry 3 explosive devices at any time (claymore, mines, booby trap or any other devices)

**1 engineer and sapper per 8 men**

### 4.5 Prisoner

A prisoner that is restrained per the [2.6.x] rule must simulate that they are tied up firmly, so it's impossible for them to get free or use any weapons. However, they can run away only if their hands are tied up. They can free their feet if their hands aren't tied up.

They can be freed only by another operator who's already "free".

It's up to the prisoner to decide to cooperate or not with their captors. They can communicate with other operators if possible.

