



TACTICAL STANDING OPERATING PROCEDURES

TACSOP

COYOTE FORCE • CONTACT: LADOGA • MAY 2025

COYOTE

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COYOTE

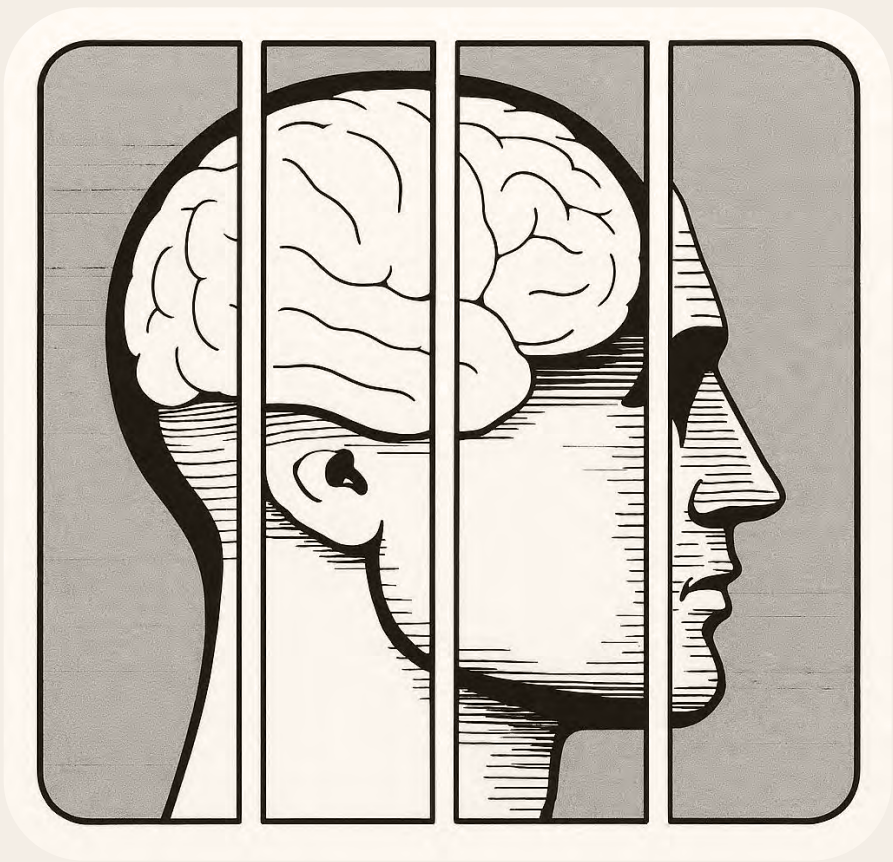
PREFACE

You are now part of a high-intensity MILSIM (*Military Simulation*) experience.

Over 12 hours, your unit will operate in dynamic, evolving combat scenarios designed to test your resolve, coordination, and decision-making under pressure. This is not a casual skirmish—this is a test of endurance, tactics, and unity. It is a small scale simulation intended to provide constant or near constant engagements.

You will eat, move, and fight as a team. You will be asked to hold the line, strike behind enemy positions, and survive in contested terrain with limited resources. Communications will be tested. Objectives will shift. The fog of war will challenge your judgment.

This **TACSOP (Tactical Standard Operating Procedure)** contains the critical knowledge you will need to understand the rules of engagement, identify friendly forces, carry out mission objectives, and operate safely and effectively throughout the simulation.



CODE OF CONDUCT & SAFETY

No Drama. This is a game. Yelling at others about hits or arguing on the field ruins the experience—don't be that player.

Eye Protection: Must be worn at all times while on the field. No exceptions.

Call Your Hits. It's mandatory. When hit, act it out for immersion. Dead rags are strongly recommended but not required.

Briefing Required: All players must attend the safety and operation briefing. Late arrivals will wait until staff can re-brief them—no briefing, no play.

Spirit of the Game: We created Coyote Airsoft as a way to honor the men & women we have lost who encouraged us to play outside and have fun. Remember at all times, **this is a game**. We are all here to see each other have a good time, and create community.

Section 1

UNIFORMS & REPLICAS



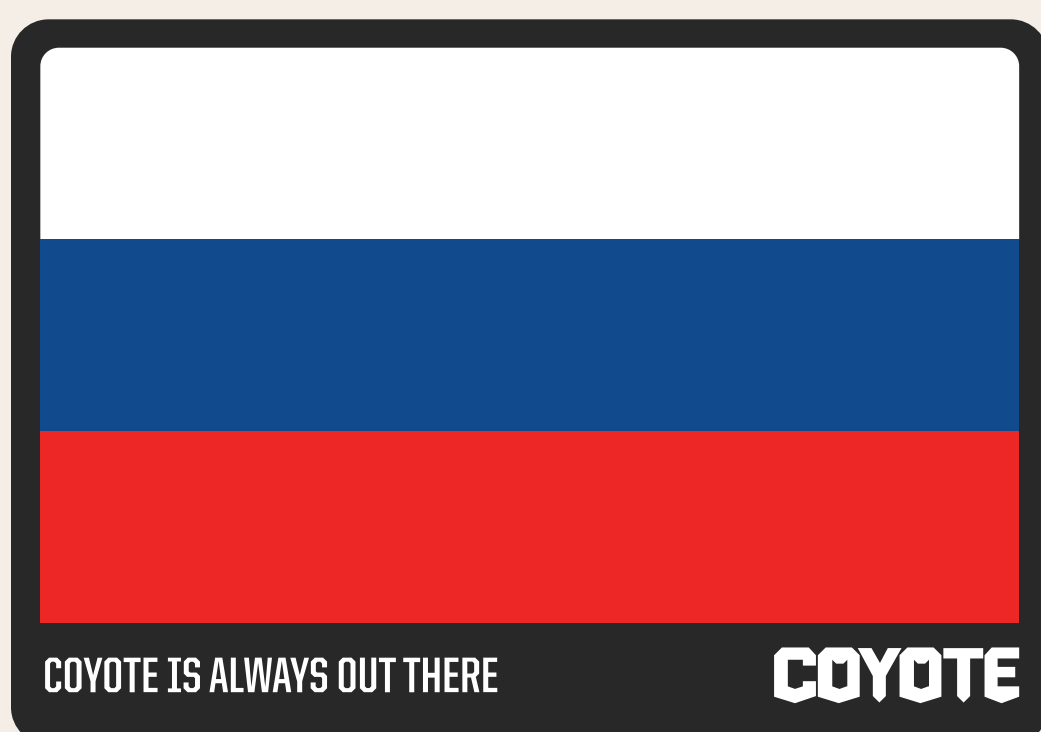


UNIFORM & KIT STANDARDS

All players are expected to wear gear that resembles a realistic combat loadout for a fictional modern conflict.

Speedsoft kits are not allowed.

Put effort into your appearance—look the part. While perfection isn't required, your kit must meet the event rules to participate.



Attendees will receive faction specific patches.

These are not required to be worn, though encouraged. Their intent is to help with unit identification and team alignment.



RUSSIAN FEDERATION - “RUSFOR” UNIFORM STANDARDS

Uniform:

Russian or Eastern Bloc camouflage patterns, OD Green, or M81 Woodland. Militia can be requested: review your kit with Coyote Organizers in Discord.

Headwear:

Matching Russian/Eastern Bloc camouflage, OD Green, or M81 Woodland.

Load-Bearing Gear:

Any equipment commonly used by Russian or Eastern Bloc forces.

Not sure if your gear qualifies?

Contact Coyote Organizers for approval.

ENCOURAGED CAMOUFLAGE PATTERNS



EMR “Digital Flora”



Partizan Camo
(SS Leto/Autumn)



A-Tacs “Moss”



Berezka camo



Black Moss (A-TACS)



M81 Woodland



RUSSIAN FEDERATION - “RUSFOR” REPLICA RESTRICTIONS

Factions are restricted to replicas that adequately represent what each faction would realistically have.

Rifle:

AK-47, AK-74, and AK-12 variants.

Light Machine Gun (LMG):

RPK or RPD variants.

Medium Machine Gun (MMG):

PKM, PKP, or any MMG fielded by Russian or allied forces.

Designated Marksman Rifle (DMR):

SVD, AS VAL, or other Russian-issued DMRs.

Sniper Rifle:

Any sniper rifle realistically used by Russian forces.



NATO RESPONSE FORCE - “NATO” UNIFORM STANDARDS

Uniform:

Multicam or any camouflage pattern used by standard infantry forces of a NATO nation (e.g., Flecktarn, MTP, Mimetico Vegetata, M05, etc.). NATO aligned nation: ask Coyote Organizers in Discord.

Headwear:

Helmet or hat in a NATO-approved camouflage pattern.

Load-Bearing Gear:

Any equipment commonly used by NATO forces.

Not sure if your gear qualifies?

Contact Coyote Organizers for approval.

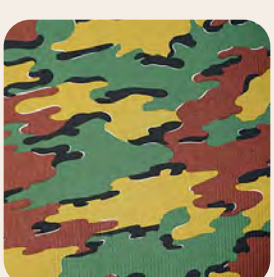
ENCOURAGED CAMOUFLAGE PATTERNS



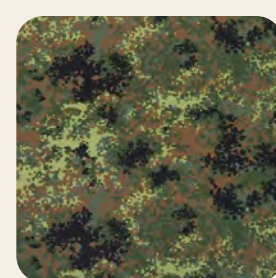
Multicam



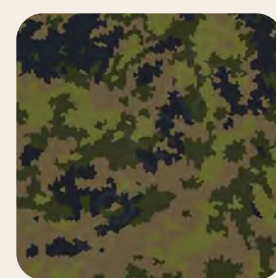
Mimetico Vegetata



Jigsaw



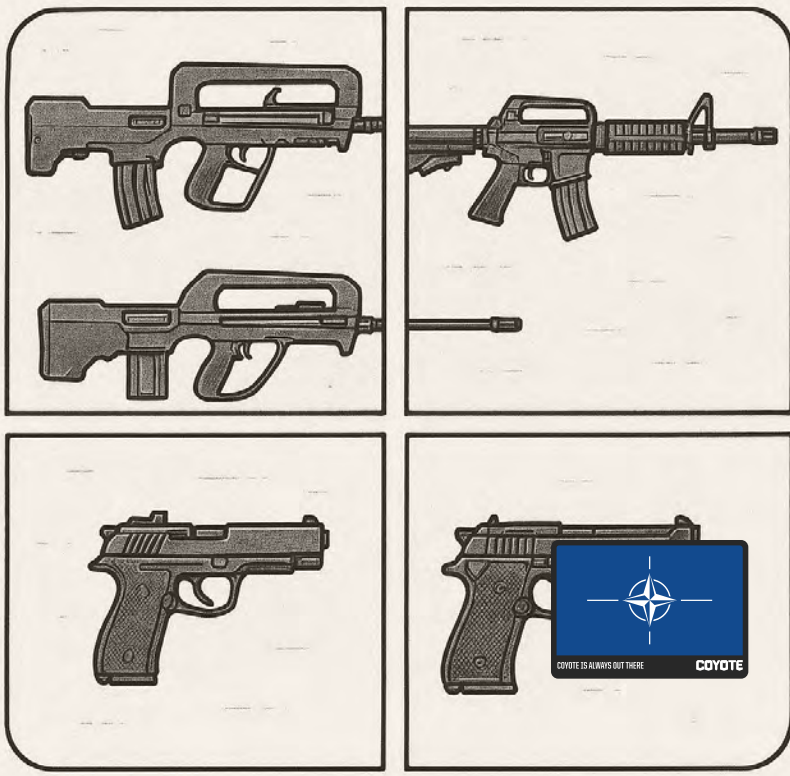
Flecktarn



M05



wz. 93



NATO RESPONSE FORCE - “NATO” REPLICA RESTRICTIONS

Factions are restricted to replicas that adequately represent what each faction would realistically have.

Rifle:

M16/M4 variants, HK416, or any standard-issue rifle used by a NATO military or ally.

Light Machine Gun (LMG):

M249, M27 IAR (with bipod and optic), or other LMGs fielded by NATO forces.

Medium Machine Gun (MMG):

M240B, FN MAG variants, MG3, or other MMGs issued by NATO militaries.

Designated Marksman Rifle (DMR):

SR-25, G3, HK417, or other DMRs used by NATO forces.

Sniper Rifle:

Any sniper rifle realistically used by NATO-aligned militaries.

Section 2

JOULE LIMITS & M.E.D.





JOULE LIMITS & MINIMUM ENGAGEMENT DISTANCES (M.E.D)

Joule limits and MEDs are in place to ensure player safety and maintain fair, immersive gameplay.

These rules help prevent excessive force and discourage griefing tactics.

Please review the classifications carefully and adhere strictly to the outlined limits for your weapon class.

Violations may result in removal from the event.



> RIFLEMAN

> LIGHT MACHINE GUN (LMG)

> MEDIUM MACHINE GUN (MMG)

Rifleman

- Max Energy: 1.5J
- **MED: 0ft** (Semi-auto only) 
- Ammo Limit: Max 600 BBs on person

Light Machine Gun (LMG)

- Max Energy: 1.6J
- **MED: 25ft** (Semi or Full Auto allowed) 
- Requirements: Must resemble a real steel LMG in size, weight, and design
 - RPKs and M27 IARs allowed only if equipped with a bipod and full-length barrel (No RPK-16s)
- Ammo Limit: Max 1,000 BBs on person

Medium Machine Gun (MMG)

- Max Energy: 1.8J
- **MED: 50ft** (Semi or Full Auto allowed) 
- Requirements: Must resemble a real steel MMG in size, weight, and design
- Ammo Limit: Max 2,000 BBs on person



> DESIGNATED MARKSMAN RIFLE (DMR) > SNIPER (BOLT ACTION ONLY)

Designated Marksman Rifle (DMR)

- Max Energy: 1.8J
- MED: 50ft
- Requirements: Must be physically locked to semi-auto only
- Ammo Limit: Max 250 BBs on person

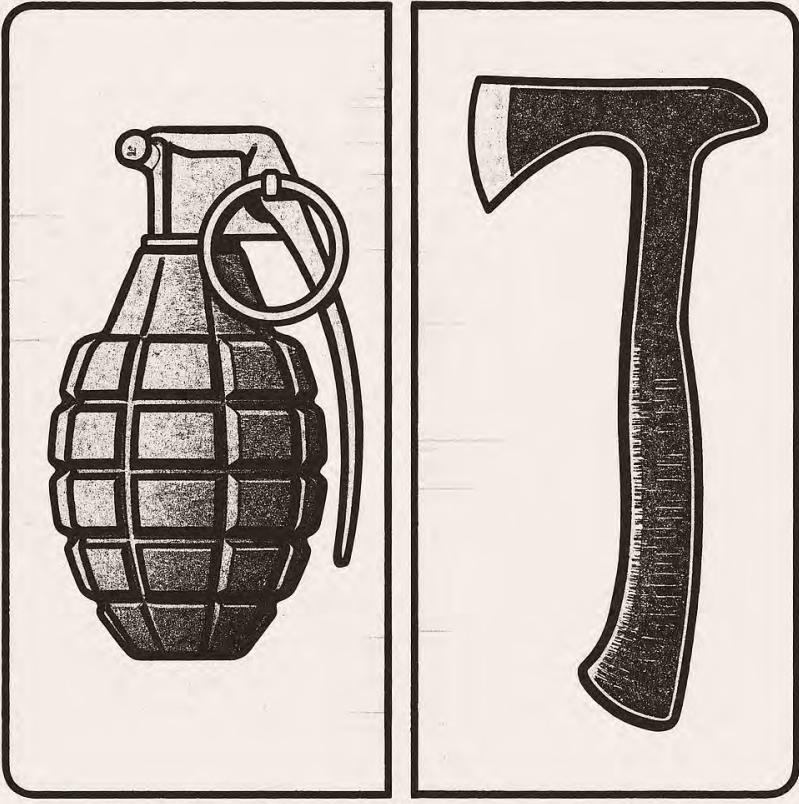
Sniper (Bolt Action Only)

- Max Energy: 2.5J
- MED: 100ft+
- Requirements: Bolt-action only
- Ammo Limit: Max 100 BBs on person

Section 3

PYROTECHNICS & MELEE PROPS





PYROTECHNICS & MELEE POLICY

Fake Blade / Prop Weapons

All bayonets, knives, tomahawks, swords, or other melee props must be inspected by field staff during chrono.

- **Props must be made from soft plastic, rubber, or similar materials that cannot cause harm to other players.**
- **Hard or rigid replicas will not be permitted on the field.**

Pyrotechnics

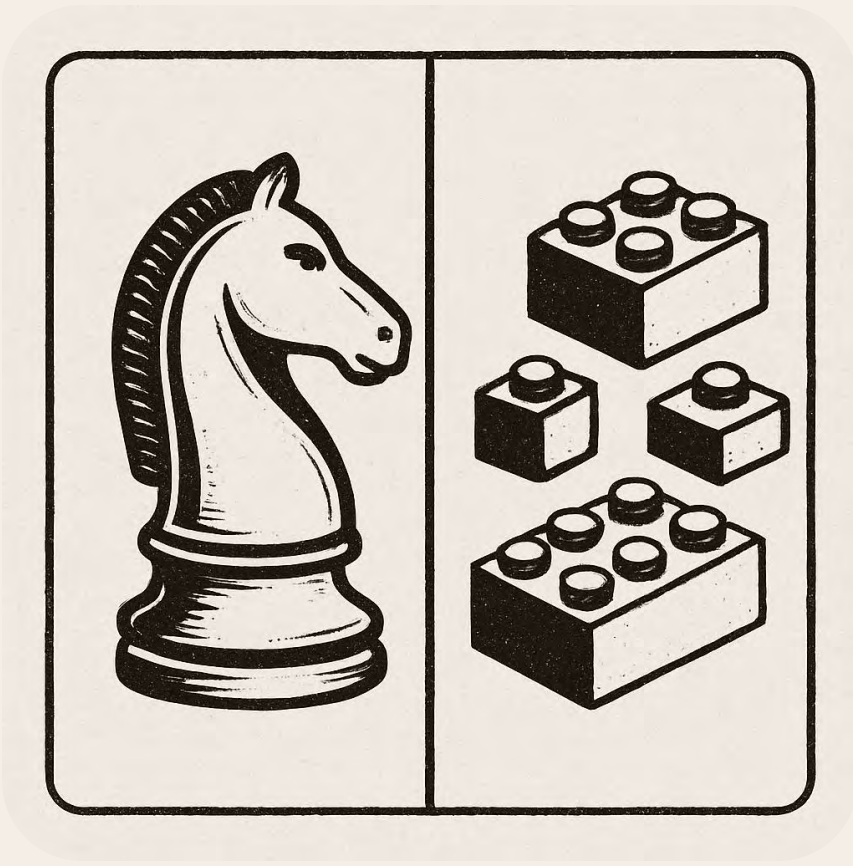
- **Approved Brands:** All commercially manufactured disposable pyrotechnics are allowed.
 - Enola Gaye and Taginn products are permitted and may be brought from home or purchased on-site.
- **Prohibited:**
 - Homemade pyro devices
 - Grenades using blank cartridges

Possession of banned pyrotechnics will result in immediate removal from the event. No exceptions.

Section 4

GAMEPLAY RULES & MECHANICS





HONOR THE GAME. RESPECT THE EXPERIENCE.

Whether you're a seasoned MILSIM veteran or this is your first operation, the rules and mechanics outlined in this section exist for one purpose: **to ensure fair, safe, and unforgettable experiences for everyone on the field.**

At Coyote MILSIM events, **sportsmanship isn't optional—it's the foundation** of everything we do. Calling your hits, respecting minimum engagement distances, and following the rules are not just requirements—they're signs of integrity and respect for your fellow players.

These mechanics are designed to promote **realism, challenge, and balance**, without sacrificing fun. From medical rules and respawns to looting systems and vehicle interactions, each element has been tested to enrich gameplay and foster teamwork.

When in doubt—ask, call it out, and keep the game moving. **The real win is a field full of players who want to come back and do it again.**



SUPPLY SYSTEM & FIELD EXCURSION

Coyote MILSIM events use a “supply system” to control the flow of gameplay and enhance immersion. **However, players are still responsible for bringing and using their own BBs during the event.**

Throughout the day, periodic airdrops will occur—crates containing additional BBs, supplies, or intel. These items are lootable by any player, including enemy forces.

Lootable contents will be clearly marked in colored plastic Ziploc bags for clear identification.

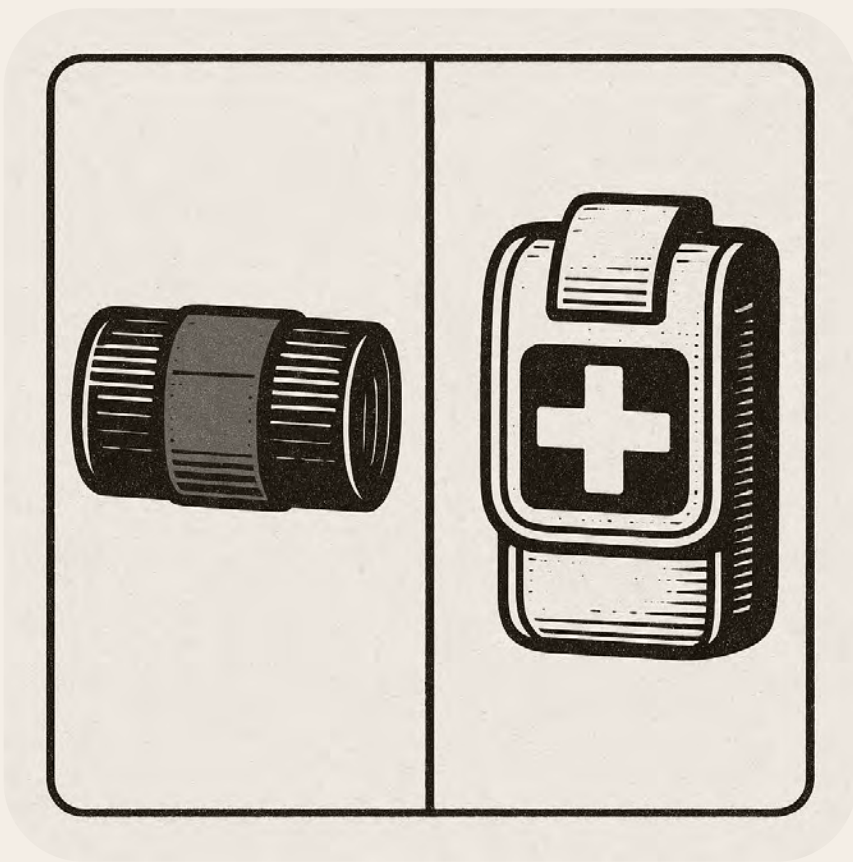


IMPORTANT!

Do not place your personal BBs or gear in these colored Ziploc bags—anything in those bags is considered lootable.

At STARTEX, players are expected to bring everything they will need for 12 continuous hours of missions onto the field.

While we won't stop anyone from returning to staging or their vehicle, leaving the field is strongly discouraged unless absolutely necessary.



MEDICAL SYSTEM

Coyote MILSIM events use a two-“bandage” medical system.

- **First Hit:** When a player is hit, they may call out “Buddy Aid!” Any teammate can apply a bandage or MSW tourniquet to one arm to revive them.
- **Second Hit:** The player must again call “Buddy Aid!”, and a second bandage or MSW tourniquet must be applied to their other arm.
- **Third Hit:** The player is considered fully incapacitated. They must serve the full bleed-out timer and then return to their designated spawn point.

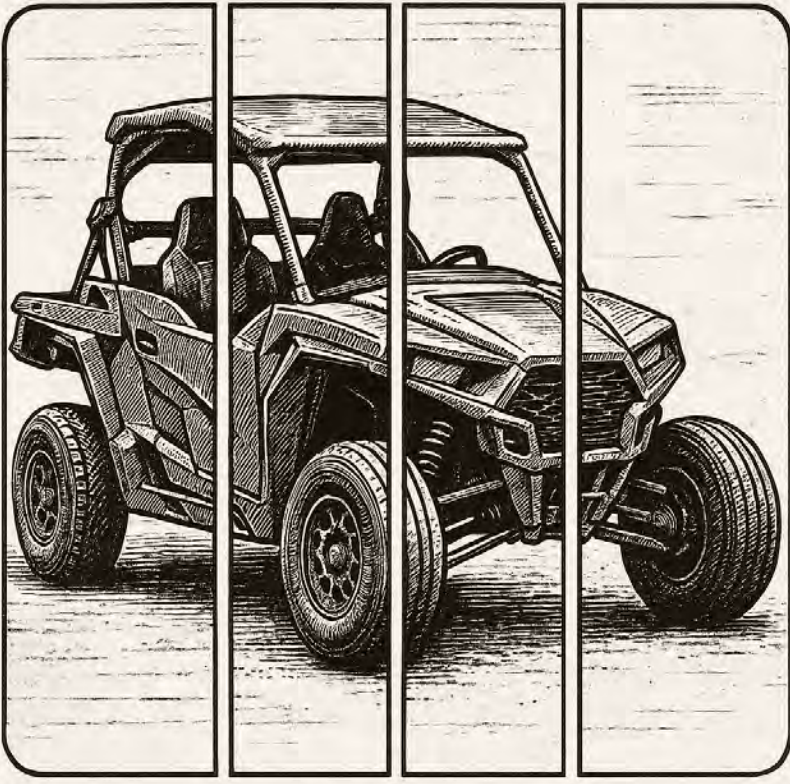


IMPORTANT!

Real medical tourniquets are **not allowed** under any circumstances for use in this system.

Bleed-Out Rules:

- Upon being hit, players enter a **5-minute bleed-out period**.
- During this time, they must remain in place, act out their “death,” and lay down.
- It is encouraged—and always acceptable—for players to loudly call “HIT!”, raise their hands, and carefully move out of active fire zones to avoid unnecessary follow-up shots.



VEHICLES

Disabling Vehicles:

Vehicles can be knocked out by a direct hit from a TAGINN projectile or a Nerf rocket launched from a grenade or rocket launcher.

Knockout Effect:

If a vehicle is knocked out, all crew and passengers inside are considered wounded. Standard medical rules apply.

Crew Vulnerability:

Any exposed vehicle crew (e.g., gunners, commanders) can be hit and wounded by standard airsoft BBs. If a driver is hit, the vehicle must stop movement as soon as safely possible.

Standard medical rules apply in both cases.



IMPORTANT!

All vehicle operators are field staff, and prioritize player safety above all else and at all times.

- Speeds remain at a safe, controlled pace while on the field.
- Spotters are mandatory for all our vehicles in motion.
- Any reckless conduct or disregard for safety protocols while in a vehicle will result in immediate removal from the event.



CHEMICAL WEAPONS (SMOKES)

White smoke grenades are classified as “**chemical weapons**” in Coyote MILSIM events.

- When a white smoke grenade is deployed and actively emitting smoke, it creates a **15-foot kill radius**.
- Any player who enters this radius while the smoke is active is considered “**hit**” and must immediately **lay down and begin their bleed-out timer**.
- **Players hit by a chemical weapon cannot be revived** under any circumstance. After the bleed-out timer ends, they must return to their **faction’s spawn point**.



IMPORTANT!

A player may avoid the effects of chemical weapons by wearing one of the following:

- A **gas mask**
- Any **respirator-style face covering**



LOOT SYSTEM

When a player is hit, an enemy player may approach and loot them by doing the following:

- Search for **airdrop BBs** (*BBs stored in colored plastic bags*)
- **Photograph** any maps or documents
- **Record** any radio frequencies in use

Consent to Search:

- **You must ask for consent before searching another player.**
- Failure to ask for consent will result in:
 - **Immediate forfeiture of all your supplies**
 - Being **sent back to your faction's spawn**

If a player does not give consent, they must instead:

- Verbally provide **any information requested**, such as radio frequencies or map details.

IMPORTANT!

No personal property may be taken during searches—this includes phones, wallets, real money, or personally owned gear.



CONTACTS / CADRE

Questions about this event? Feel free to contact **Andrew** directly, or reach out to Coyote Staff in our Discord community,

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