

# MILSIM



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# MILSIM TRAINING



**IMTT utilizes serious MILSim players that are members of our sponsored team “T-SOG” and our professional real steel staff in combination to instruct. This provides the student population with real answers for their game play questions and a perspective of knowledge that is well rounded. These courses are designed specifically around the game intentions, rules and limitations of the Airsoft weapons used by players.**

IMTT will be conducting is conducting these classes in Victorville and Colton Ca. USA. We will also travel to you if you have a group / team that desires training in your area, state or country. In order to attend our MILSim classes IMTT requires the following; the student must be of good moral character and provide proof of non-criminal record upon arrival at the course. Full eye and face protective gear during interactive training portions of this course. You must supply all equipment and Air-soft weapons and gear.

These classes are designed with the serious MILSim player in mind. We have developed many courses for your needs and requests. Due to overwhelming demand we have put these classes together to assist you in the execution of MILSim events and to perform better on your field of play.

We have modified many of these courses to meet the needs of this market and the desires of clients. Although similar to our “real steel” course offerings these are focused on the recreational aspects while keeping in mind the limitations & capabilities of Air-soft projectors.

At the conclusion of each class the student will be awarded a certificate of training and provided a notebook for study. At the conclusion of all phases the student will be awarded the IMTT shoulder tab & patch designating them as a graduate of the IMTT MILSim course.

Group or team training events; we will come to you anywhere and conduct the requested training package for your team at your location. We will also work with your team in the design of the requested course to give the up most skills to assist you.

# Tactical basic Air-soft Pistol & Rifle # 1 | 10 HOURS

## Topics to be covered

1. Overall safety
2. System manipulation
3. Make ready
4. Make safe
5. Support hand firing
6. Nomenclature
7. Cornering
8. Strong hand
9. Support hand firing
10. Transitions
11. Ready positions
12. Carry positions
13. Presentation
14. Much more

(Prerequisite course for all others)

## Phase 1 | 8 HOURS

### Topics to be covered

1. System(s) basic manipulation
2. Nomenclature
3. Handling & accuracy
4. Equipment placement and considerations
5. Approach considerations
6. Correct movement
7. Corner fed rooms
8. Center fed rooms
9. Room domination
10. Controlling & seizing threat areas
11. Room access processes
12. Two-person movement

## Phase 2 | 8 HOURS

### Topics to be covered:

1. Categories of entry and tactics in support there of
2. System(s) intermediate manipulation
3. Intermediate approach considerations
4. T- Intersections
5. L-Intersections
6. Basic terminology
7. Four-person team movement
8. Block and cover movement
9. Handling considerations
10. Floating point

## Phase 3 | 16 HOURS

### Topics to be covered:

1. System(s) advanced manipulation
2. Low light concerns during MilSim events / Ops
3. Use of flashlights for MilSim operations
4. Low light "Airsoft" shooting
5. Effects of stress
6. S.E.E. and Observation cycle
7. 6-person team movement
8. Setting strong holds
9. Deliberate evacuation process
10. Command and control consideration

## Day & Night ops / Phase 4 | 12 HOURS

### Topics to be covered:

1. Immediate action support
2. Use of Night vision devices (for those teams that possess this tool).
3. Deliberate clearing techniques
4. Train Hall boss movement techniques
5. 8-10 man Team movement
6. identified locality / unidentified position of adversaries
7. Large room flooding techniques and methods

## Land warfare (patrolling package) Phase 5 | 20 HOURS

### Topics to be covered:

1. Operational planning for Airsoft OPs
2. Patrolling techniques
3. Camouflage Techniques
4. Objective Rally points
5. Crossing danger areas
6. Bounding
7. Hand and Arm signals
8. Radio communications
9. Complete team Scenario AIRSOFT clearing operations
10. Night Patrolling
11. Final graduation exercise MILSim operation.

## MILSim Instructor certification

We have instructor level courses for teams that want to develop their own courses and have an instructor at their team level. These are custom designed and quoted on a request basis for your group. We will travel world-wide to you or you can come to our USA California based training sites.