

DECEMBER REGIMENT

TEAM INDOCTRINATION &
STANDARDS HANDBOOK

VERSION 2.0 / 24 AUGUST 2026



DECEMBER REGIMENT

ABOUT THIS HANDBOOK

This handbook is intended to give every member, candidate, friend, and returning old-head a common understanding of December Regiment; where we came from, how we operate, what we expect from one another, and where we are going.

It covers our history, culture, membership process, leadership structure, training philosophy, equipment standards, team roles, and the basic procedures that allow a group of individuals to operate as a team.

COMMON STARTING POINT This handbook establishes the common starting point. It does not replace hands-on training, conversation, experience, or judgment. The rest happens together.

A NOTE ON SHARING THIS DOCUMENT

There is nothing secret, classified, proprietary, or otherwise super secret squirrel contained in these pages. If something we have learned can help another player, team, or friend become better at what they do, share it.

We have benefited from people willing to teach us for nearly twenty years. We should be willing to do the same.

**COMMUNICATION → COHESION →
COORDINATION → VICTORY**

NAVIGATION

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PART I

THE REGIMENT

DECEMBER REGIMENT / INDOC 2.0

01

SECTION 1

WELCOME TO DECEMBER REGIMENT

The starting point for what DECREG is, what it expects, and what we are trying to build.



December Regiment is an airsoft team.

That seems like an obvious place to start, but over the years it has become a little more than that.

It is a group of friends, teammates, leaders, students, teachers, old guys who remember when airsoft guns came with plastic gears, and newer players who occasionally remind those old guys that the world has moved on.

From the beginning, DECREG was built around a fairly simple, but novel idea:

An effective team requires more than showing up wearing the same patch. It requires communication. Training. Trust. Compatibility. Individual competence. Leadership. Followership. And, probably most importantly, a willingness to put some effort into the people standing beside you.

Nobody is expected to arrive here knowing everything. Nobody ever will.

There will always be someone who shoots better, moves faster, understands radios better, knows more fieldcraft, owns better equipment, or has experience you do not have. That's not a problem.

The expectation is that you are willing to learn what you do not know, teach what you do, and continue getting better.

DECREG is not interested in being the largest team on the field. We are not particularly interested in being the loudest. We are interested in being a group that can be counted on.

When DECREG shows up, our goal is that the people working with us know what they are getting:

- A group that communicates.
- A group that works together.
- A group that can receive a task and figure out how to accomplish it.
- A group that takes care of its people while doing it.

TOGETHER, WE ARE MORE CAPABLE THAN WE ARE INDIVIDUALLY.

WHAT WE EXPECT FROM YOU

If you are new here, do not read the rest of this handbook and convince yourself you need to immediately rebuild your entire airsoft collection. Don't do that. It's silly.

- You do not need the most expensive rifle.
- You do not need night vision.
- You do not need a military background.
- You do not need twenty years of experience.
- You do not even need to know what half the acronyms in this document mean yet.
- You do have to show up and be a part of the group.

We will work on the rest together.

[YELLOW] You are not expected to arrive to your first training or game with us knowing this handbook. Its more important that you show up, ask questions, learn the basics, and keep building.

02 SECTION 2 A NOT-SO-BRIEF HISTORY

Nearly twenty years of good ideas, bad ideas, friendships, hard lessons, and BBs.

The history of the December Regiment is important only because the things we do today didn't appear out of nowhere. Some stuff worked. Some failed spectacularly. Some ideas survived almost twenty years. Others deserved to die immediately.

The point of remembering any of it is not just nostalgia for the sake of nostalgia. It is understanding how the team became what it is, and hopefully avoiding having to learn every lesson twice.

THE BEGINNING

DECREG started as an idea kicked around late at night in the dark parking lot of Dragon's Den between Shaun O'Neil and Bryan Giammatteo. The idea was simple: build a team that used applicable military tactics to become something more capable than the individuals who made it up.

At the time, airsoft was full of ragtag groups, with only a handful of more "serious" teams in the Northeast. Shaun was a pretty competitive hockey player, and he approached airsoft the same way. He believed training was just as important as playing. If you trained well, you'd play better.

Bryan, along with his brother Bob and lifelong friend Jon, teamed up with Shaun and Mike to form the first five members of DECREG. The name came from one of the original team leads, who told us that during the Roman Empire there had been an elite legion of the Emperor named after the month of December.

We had no reason not to believe Mike, so we ran with it. Only later did we discover it was complete bullshit. Fortunately, it worked out pretty well for us. If you searched the internet for December Regiment, you mostly found us.

2007-2008: FOUNDATION BUILDING



DECREG at MUTC / OP IRENE era.



An original-era roster graphic.

Leadership changed from the original three - Shaun, Mike, and Bryan - to the leadership that would remain through the rest of the original run: Shaun, Skyler, and Bryan.

In the first year or two, becoming a member was simple, although not necessarily easy: you had to show skill and mesh with the existing members.

Around this time Magpul's Art of the Dynamic Rifle DVD set came out. It became a transformative piece of media for the team. We watched it together, filtered it through the airsoft lens, and implemented what was useful into individual and buddy drills.

DECREG took part in many of the staple events across New York, New Jersey, Connecticut, and Massachusetts.

2009: BUILDING A BETTER TEAM



Team brief during the early OPP era.



OPP II

Just as the Magpul DVDs were transformative, several major events and experiences in 2009 helped DECREG focus, evolve, and set foundational guiding principles.

We went to our first national event as a four-man team - Shaun, Robb, Jon, and Bryan - at OP IRENE, where we served under a grizzled Vietnam SF veteran, Col. Paul Longgrear, who told us the goal of the event was to 'break the game.' That line became a mantra and guiding principle that exists to this day. It never meant ruining the event. It meant thinking outside the box and letting creativity disrupt the normal flow and premise of a game.

We also started our candidacy program. Anyone could enter and go through a 24+ week program of training and implementation. During one candidacy cycle, roughly 25 people showed up for initial consideration. Through the fall and winter, most were filtered out of selection but became the backbone of a support group that continued training with us as OPFOR. Of the 25, only four were patched in.

Finally, we attended our first Operation Pine Plains - a new type of event built around 24 hours of straight force-on-force combat. No storyline, no short scenarios, just sustained play and skill.

That event was unlike anything we had seen in the Northeast. It pushed us to think further outside the box, train harder, and get better. By the next OPP, we were more capable than ever before.

2010-2011: BUILDING A BETTER COMMUNITY



Climb to Glory, 2010.



OP Pine Plains.

From 2010 onward, DECREG continued training, candidacy, and team growth. We attended every Pine Plains we could, continued building a unit that could be counted on, and increasingly focused outward on helping build the surrounding community.

Shaun and Bryan partnered with local organizations that were trying to elevate on-field tactics and coordination. They helped lead training events as instructors for Airsoft Combat Training (A.C.T.) in New Jersey and assisted MSATO in Connecticut, covering individual skills, squad tactics, and CQB. They were also invited to command entire sides at regional events.

At this time the team was as well-oiled and efficient as it had ever been, with roughly 12-14 active members. We experimented with two six-man squads. At some events that worked extremely well, but it also got Bryan thinking about larger coordinated groups.

The concept that emerged was a pre-organized, multi-team platoon at a national event - not a loose collection of teams first meeting in the parking lot, but several groups that had trained and played together beforehand under leadership that understood each squad.

The next year was spent traveling throughout New York, New Jersey, Connecticut, and Pennsylvania to build relationships and field coordination with teams such as PATCOM, Kafir, and 811. In 2012, that effort culminated in A Company, 1st Platoon at Operation Pine Plains. The force multiplication created

by several groups already knowing one another, working together, and being coordinated by someone familiar with each squad was game-changing.

2012: IRONICALLY, THE WORLD DID END FOR US

In 2012 the OPP platoon again worked to great effect. DECREG helped demonstrate, through application, the value of pre-organized cohesive platoon-sized elements in airsoft. It was a success – and it was also the last large event DECREG would see for seven years.

Life threw wrenches at Bryan and Shaun at roughly the same time. Parts of Bryan's life had become untenable and bled into every other part of it. There was also growing resentment among a few members, and those feelings were spreading through the team.

When DECREG was founded in 2007, Bryan and Shaun had agreed that if one of them left, they would decide together whether the team would continue. December Regiment had always been a cooperative effort between them. When Bryan said he was done, Shaun decided he would no longer lead the team either.

DECREG had seen its last day... until 2019, when somebody got the itch to BBwarz again.

2018-2020: REUNION TOUR



The reunion-era team at the Depot.



DECREG during the 2019–2020 return.

In 2018 Shaun and Bryan reunited. Shaun floated the idea of 'getting the band back together.' He had a few friends interested in airsoft, and the new version could be the same team with a different intensity.

Bryan ceded top leadership to Shaun, who led a season of training and readiness programs and Three MSATO operations, OP Patriot, OP Eagles Nest, Battle for the Depot. DECREG also had four candidates for membership during this period, including Jenny and Ward.

After the Battle at the Depot, the team was feeling good again and continued training and attending local events. Then life threw another wrench into the works. Busy schedules and, eventually, COVID-19 put DECREG on hold again.

2018–2023: THE RELATIONSHIPS REMAIN

DECREG was not always an active field organization during these years, but the relationships outlived the event calendar. Members stayed part of one another's lives, and that continuity mattered when the Regiment returned again.



2023 — proof that the team was never only about game days.

2024-2025: ANOTHER REUNION TOUR?! (WHAT ARE WE, THE ROLLING STONES?)



Reggies & Friends — The Hunt for Jim Laden, 2024.



Jenny during the 2024 return.

In October 2024, longtime friend and event promoter Jimmy 'Bones' from the Connecticut airsoft scene announced an old-school reunion game at GZA. The Hunt for Jim Laden was a continuation of a game series from the late 2000s through the mid-2010s. Jimmy put up the Bat-Signal for the old heads. Five OG members and two recruits answered the call.

It was a day of running, gunning, stories, and fun. It reminded Bryan that his blood apparently still ran with biodegradable plastic.

Over the next few months Bryan started spending more time at Zulu24's shop and field - generally being the old guy with the 'back in my day' stories. When he was asked to command a side for the annual Blood Diamond event in May 2025, he went to Shaun and asked to throw up the reunion flag again. For Bryan, it was important that DECREG showed up.

The event was an overwhelming victory and reinforced that squad-level tactics and coordination were important, but so did platoon- and company-level coordination.

After the event it was decided to patch in two new members: Sean Ward and Jenny Giammatteo. They had two unusual distinctions - six years as candidates, making them the longest-running recruits in DECREG history so far, and the first new team members patched in for 13 years.

Shaun, while technically still steering the ship, handed the team back to Bryan. They agreed to change the team patch in a way that honored the legacy of the original DECREG while allowing the team to grow forward and try to live up to the history and standards it had created.

2025-2026: BUILDING FORWARD



GGP Assault on Sector 419



DEREG Leadership.

By the end of 2025, something had changed. This was not another reunion anymore, where we were just playing the greatest hits.

For the first time since the original run, the question was not simply whether a few old members could get together, dust off their equipment, tell the same stories, and sling BBs again.

It was “Can we build this again?”

Not recreate what DECREG had been. Trying to perfectly recreate 2009 would have been ridiculous. Most of us had jobs, families, responsibilities, bad knees, and much stronger opinions about ibuprofen. But if we took what survived the test of time: the friendships, experience, history, standards, and identity. Then maybe we could build something that could stand on its own today.

That meant bringing in new people. Training together again. Developing leaders. Rebuilding standards and expectations. Learning what still worked, admitting what did not, and giving the next generation of Reggies room to make the Regiment theirs too.

A NEW MEMBERSHIP SYSTEM

The old six-month candidacy program had produced excellent results, but it belonged to a period when people could train together multiple times every month. The modern team needed something more flexible without lowering the standard.

That became the system used today: [YELLOW], [GREEN], and [FULL TEAM]. The emphasis shifted away from surviving a hard timeline and toward consistency, growth, compatibility, and trust.

Someone can be a talented airsoft player and still not be a good fit for DECREG. Someone else can arrive knowing almost nothing and become exactly the kind of teammate we want standing beside us. Skill can be taught. Character and attitude are much much harder to train.

As 2026 moved on, the new system started to show payoff in a very real way. Wiggs was the first of the new group to earn his patch, followed by Kevin, then Bonk.

Each came in at a different point, with different experience and different strengths. It didn't matter where they started, but what they became through showing up, learning, working with the team, and proving that they could be trusted.

THE SQUAD RETURNS

As membership grew, DECREG began fielding something that had been absent for a long time: a legitimate DECREG squad. Not three guys wearing the same patch who happened to arrive in the same car. A squad.

Enough people to divide into Fireteams. Enough people to develop Fireteam Leaders and Squad Leaders. Enough people that communication, delegation, accountability, and leadership stopped being theoretical subjects and became practical needs.

BUILDING LEADERS, NOT JUST PLAYERS

As the team grew, another lesson became increasingly obvious: DECREG could not remain dependent upon one or two people forever.

If the team was going to survive another twenty years, leadership had to become something deliberately developed rather than accidentally discovered. Members began taking greater responsibility as Fireteam Leaders, Squad Leaders, instructors, RTOs, specialists, and event leaders.

BEYOND DECEMBER REGIMENT

At the same time, DECREG again began looking outward. Relationships with Raider Company, Patriot Squad, and other players in the surrounding community became increasingly important.

The objective was never to absorb anyone into DECREG. Good organizations do not need identical patches, or costumes. They need the ability to work together.

Those relationships culminated in the development of Task Force Rubicon, a broader framework intended to allow separate teams and groups to retain their own identities while developing the communication, familiarity, and common procedures necessary to operate together effectively.

TRAINING BECOMES CENTRAL AGAIN

Formal training also returned to the center of the Regiment. The point was never to train simply so we could say we trained. Instead training exists because creating shared experience creates a shared language.

When everyone knows what the person beside them is likely to do, less time is spent explaining and more time is spent acting. That creates cohesion. Cohesion creates coordination. Coordination is where a group of decent individual players begins becoming an effective team.

NOT EVERY LESSON WAS COMFORTABLE

Growth also meant failure became more visible. Events did not always go the way we wanted. Plans failed. Leaders made mistakes. People got frustrated. Equipment broke. Communication fell apart.

Sometimes we walked off the field knowing we had performed well below the standard we expected of ourselves. Those experiences were critical for us too. Because, DECREG has never been built exclusively on victories.

The standard is not perfection. The standard is being willing to look at what happened, own our part of it, learn something useful, and come back better.

AUGUST 2026

As I'm writing this edition of the INDOC, DECREG feels alive again in a way it hasn't for a long time.

There are guys here who helped build the first version of this team almost twenty years ago, and there are others who are only just beginning to understand what it means to be part of it. We have new members carrying the Regiment now, [GREEN] candidates finding their place in it, [YELLOW] recruits starting the same journey the rest of us once did, and Friends & Family who keep showing up simply because they want to stand beside us.

And maybe the thing I'm most excited about is that we are making plans for things DECREG has never done before.

For a long time, when I looked at this team, the best stories were behind us.

I don't think that's true anymore.

**FOR A LONG TIME, OUR HISTORY WAS MOSTLY
BEHIND US. WE ARE WRITING THE NEXT PART NOW.**

03 SECTION 3 THE PATCH & OUR IDENTITY

Different designs. The same Regiment. The patch represents trust—not status.



Original-era DECREG patch.



Current DECREG full-color patch.

The two patches look different because they belong to two different eras of the Regiment. Their purpose is the same.

The original patch represents the team that established DECREG's foundation. The current patch represents the continuation of that organization - honoring what came before it without pretending that nothing has changed. What did not change was the idea behind wearing it.

Nearly twenty years of friendships, training, victories, defeats, mistakes, memories, and literal blood have accumulated around those symbols. People have worn them through different generations of the team, different fields, different events, and different seasons of life. Some of those people are still here. Some are not. All of them helped give the patch the meaning it carries today.

That is why we take the patch seriously.

Not because a piece of embroidered fabric is inherently important. It is not. The people attached to it are.

The patch does not mean that someone is the best airsoft player on the field. It does not represent money spent on equipment. It does not represent rank. It does not make someone more important than the person standing beside them.

- Trust that you will show up.
- Trust that you will continue improving.
- Trust that you will carry your share of the load.
- Trust that you will take care of the people beside you.
- Trust that you will represent the Regiment well even when nobody else from DECREG is standing there to watch you.

That is why earning the patch takes time. And that is why once you have earned it, the expectation does not decrease. It increases.

THE PATCH REPRESENTS TRUST.

A group of seven men, likely members of the December Regiment, are posed in a forest. They are wearing various types of military or tactical gear, including berets, goggles, scarves, and vests. Several of them are holding assault rifles. The background consists of dense trees with some autumn-colored foliage. The overall tone is serious and professional.

PART II

WHAT IT MEANS TO BE A REGGIE

DECEMBER REGIMENT / INDOC 2.0

04

SECTION 4 WHO WE ARE

Our Team name carries weight purely through those who commit to standing behind it.

DECREG has never been defined by a particular rifle, uniform, event, or generation of players. Those change as the mission changes.

People get older. Equipment improves. Fields close. New places open. Members come and go. Roles change. Even the patch changed.

Underneath all of that change, the standard remains the same.

At its best, DECREG is a group of people who can rely on one another, communicate clearly, work through problems, and become more effective because they are operating together.

We are not trying to build the largest team possible. We are trying to build a good team.

WHAT WE VALUE

SHOW UP

Your presence matters. Reliability does not require perfection; it requires effort and communication.

LEARN

Stay teachable. Ask questions. Treat mistakes as information.

BE DEPENDABLE

Do what you said you would do. When circumstances change, communicate.

DO THE WORK

There is no substitute for repetition, preparation, and actually doing the job.

TEACH

If you know something useful, help the next person learn it.

TAKE CARE OF YOUR PEOPLE

The people around you matter more than your individual highlight reel.

**COMMUNICATION →
COHESION →
COORDINATION →
VICTORY**

05

SECTION 5

TEAM CULTURE & EXPECTATIONS

Serious about what we do. Not so serious that we forget why we are here.



DECREG is a team. But it is also a group of friends. Some of those relationships predate the team by years. Sometimes someone walked into the group three weeks ago. The culture needs to work for both.

We joke. We bust each other's balls. We tell stories that have been told too many times. There's nothing wrong with that. There is, however, a difference between being part of the joke and being the target of humiliation. Know the difference. Respect each other.

DON'T MAKE PEOPLE AFRAID TO ASK QUESTIONS

We were all new once. If someone asks a question you believe is obvious, answer it anyway. If they are about to make an expensive mistake, help them avoid it. The fastest way to destroy a learning culture is to make people feel stupid for admitting they do not know something.

EXPERIENCE IS NOT STATUS

Some members have decades of airsoft experience. Some have military, law-enforcement, radio, medical, technical, or leadership experience. None of those things make someone more important. Experience creates an opportunity to contribute. Use it that way.

CORRECT WITHOUT HUMILIATING

Standards require correction. If equipment is unsafe, say something. If someone repeatedly ignores procedure, address it. If a leader makes a poor decision, discuss it afterward. The objective of correction is improvement, not embarrassment.

HANDLE PROBLEMS DIRECTLY

You will eventually be offended by or disagree with someone on the team. Maybe they have different ideas or ideals. If you can live with it, let it be. Otherwise, talk to the person. If that does not work, involve leadership. Do not create factions, conduct whisper campaigns, or complain to everyone except the person involved. That is how cancer spreads. It's how groups decay, split, and die.

PEOPLE ARE ALLOWED TO FAIL

People will make bad calls, miss transmissions, forget equipment, choose poor positions, get lost, break things, and perform badly. Leadership will too. Remember the expectation is not perfection: recognize it, own it, fix what can be fixed, learn from it, and continue.

WE ARE NOT THE MILITARY

DECREG is an airsoft team. We use military terminology, organization, procedures, and training concepts because they provide a tested framework for coordinating groups of people in the field. Nobody needs to salute anyone or call someone sir. Positions describe responsibility, not social superiority. Don't be lame.

LEAVE THE TEAM BETTER THAN YOU FOUND IT

Teach someone. Help improve a procedure. Develop a leader. Document something useful. Fix equipment. Help at training. Support an event. Add something.

PART III

JOINING THE REGIMENT

06 SECTION 6 THE MEMBERSHIP PATH

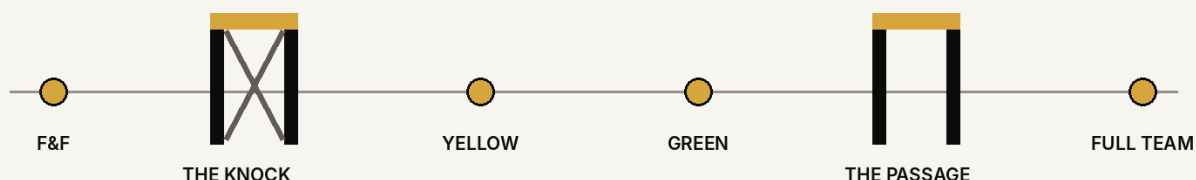
Membership is earned over time. You learn who we are while we learn who you are.

Joining DECREG is intentionally a process. We are not interested in meeting someone on Saturday and handing them a patch Sunday morning because they bought the correct uniform.

Membership is built over time. The process allows you to learn who we are while giving us time to learn who you are.

THE PATH TO TEAM

You knock when you ask to join [YELLOW]. You pass through only after you have become one of us.



[F&F] FRIENDS & FAMILY

[F&F] FRIENDS & FAMILY are the people within the DECREG community who play, train, attend events, socialize, or otherwise spend time around the team without currently pursuing formal membership. A few may eventually become candidates. Some may never want to. Both are fine. Someone can be a great person, excellent player, trusted friend, and regular part of our community without ever becoming a formal DECREG member.

[THE GATE] — THE KNOCK

The first encounter with [THE GATE] happens when you ask to enter [YELLOW]. You knock on the Gate by deliberately asking to pursue DECREG membership. From that point forward, candidacy is intentional.

[YELLOW] — ASSESSMENT

[YELLOW] is the beginning of formal candidacy. It is an assessment and development period, not hazing and not a prolonged tryout where everyone waits for the candidate to screw up. Candidates begin learning the fundamentals of operating within DECREG, including individual equipment, buddy-team and Fireteam fundamentals, communication, radio familiarity, accountability, field discipline, and team culture.

As a general target, [YELLOW] candidates should make a good-faith effort to attend approximately 50% of applicable team training and events. Life circumstances are important, missing something

because of that is ok. But, communication matters more than silently disappearing, or not showing up. When possible, training takes priority over random open-play opportunities during [YELLOW].

There is no automatic advancement based solely on a calendar. A candidate should generally expect [YELLOW] to last at least several months. The objective is readiness, not speed.

WHAT WE ARE LOOKING FOR DURING [YELLOW]

- Attitude - willingness to learn, receive correction, laugh at yourself, and work with different personalities.
- Reliability - doing what you say you will do and communicating when plans change.
- Development - demonstrating that training produces results.
- Compatibility - enjoying the team and being someone the team enjoys having around.
- Commitment - wanting to be part of DECREG, not simply wanting a patch.

FOR [YELLOW] This is not a checklist you must conquer all at once. Show up, learn, communicate, and let the process work.

[GREEN] — INTEGRATION

[GREEN] represents a significant change. You are no longer simply being evaluated from the outside; you are integrating into the Regiment - training with us, operating with us, representing DECREG, and contributing more deeply to the life of the team. There is deliberately no fixed expiration date on [GREEN].

FOR [GREEN] Keep developing your own skills, but begin paying attention to where you can contribute. Help where you are competent, explore areas that interest you, and keep building trust through action.

[THE GATE] — THE PASSAGE

The Gate is not a scheduled test and it will not be announced beforehand. It may be any event, training evolution, difficult situation, trying circumstance, or combination of circumstances that leadership believes provides a meaningful test of the person you have become.

You will not know that you are at [THE GATE] while you are passing through it. You will only know afterward - when the team decides that you already demonstrated what mattered, and punch a patch on your chest.

YOU KNOCK ON THE GATE WHEN YOU ASK TO JOIN [YELLOW]. YOU PASS THROUGH WHEN YOU HAVE BECOME ONE OF US.

[FULL TEAM]

[FULL TEAM] membership represents a decision by the existing membership that someone has earned their trust. That person is now a Reggie. The patch is not a graduation certificate. It means the member has been accepted into the permanent membership of DECREG and now shares responsibility for its future.

- Maintain team standards.
- Develop newer members.
- Participate in major team decisions.
- Protect the team culture.
- Support training.
- Develop future leaders.
- Help decide who eventually joins them.

07

SECTION 7 YOUR FIRST 90 DAYS

The first goal is simple: become a dependable Rifleman and a person the team can rely on.

If you have recently entered [YELLOW], the amount of information in this handbook may feel overwhelming. Ignore most of it for now.

1. Learn people's names. Know who you are working with, who your leaders are, and who has experience in different areas.
2. Show up. You cannot integrate through Discord alone. Come to training and events. Repetition creates familiarity; familiarity creates cohesion.
3. Get your basic equipment reliable. Your rifle should work, magazines should feed, batteries should be charged, eye protection should be safe, boots should not destroy your feet, and you should be able to carry water.
4. Learn to operate as a Rifleman. Become comfortable moving with another person, maintaining security, understanding your sector, communicating what you see, managing ammunition and water, and knowing where your team is.
5. Get your radio working. Learn how to change channels/Freqs, call someone, answer, and listen to how experienced members communicate.
6. Ask questions. Nobody receives bonus points for remaining silently confused.
7. Volunteer. Help carry, set up, clean up, take a radio role, try point, or navigate. Volunteering is often how you learn.
8. Pay attention to the people around you. Notice how experienced members move, communicate, organize equipment, and solve problems.
9. Do not try to change everything immediately. New perspectives matter, but first learn why things are done the way they are.
10. Become someone people can count on. Show up. Communicate. Work. Learn. Help.

**DO NOT BUY EVERYTHING YET. BORROW. TRY.
ASK. LEARN WHAT ACTUALLY WORKS FOR YOU.**

FOR [GREEN] The emphasis shifts from simply absorbing information to contributing deliberately. Keep learning, but start helping the people behind you too.



PART IV

HOW THE REGIMENT WORKS

08

SECTION 8

LEADERSHIP & COMMAND

Structure exists to make responsibility clear - not to make friends pretend they outrank one another.

DECREG is intentionally structured. Not because we need more titles, not because airsoft requires a chain of command to have fun, and certainly not because anyone needs to pretend they outrank their friends.

Structure exists because once a group becomes large enough, somebody needs to know who is responsible for what. When that structure works, information moves faster, decisions become clearer, and fewer things fall through the cracks. The overall Organization becomes more Agile and Efficient.

TEAM LEADERSHIP

Team Leadership is responsible for the long-term health and direction of DECREG: membership, training priorities, standards, events, discipline, partner relationships, team equipment, administration, community management, long-term planning, and protecting the culture of the Regiment.

FIELD LEADERSHIP

Field Leadership exists for a particular training event, game, exercise, or operation. It includes Platoon Leaders, Squad Leaders, Fireteam Leaders, RTOs, and mission-specific leadership or specialist positions. A [FULL TEAM] member may lead one weekend and serve as a Rifleman the next. On-field leadership does not automatically translate into off-field authority.

TEAM COMMAND**COMMANDING OFFICER — CO**

The CO carries overall responsibility for the direction and welfare of DECREG. The CO maintains the team's purpose, protects its standards, makes final decisions when necessary, and ensures the Regiment continues moving forward. Authority exists because someone eventually needs to own the decision; responsibility exists when that decision is wrong.

The CO should not be involved in every minor issue. If everything requires the CO, the organization has failed to develop leaders.

EXECUTIVE OFFICER — XO

The XO is the CO's primary partner in managing DECREG. The XO provides another perspective, helps coordinate the organization, assists with planning and administration, and serves as an important safeguard against leadership becoming isolated or unilateral. A useful XO is not an echo.

A USEFUL XO IS NOT AN ECHO.

SENIOR MAN

The Senior Man is a respected DECREG leadership appointment entrusted to an experienced member when their judgment, mentorship, continuity, or focused oversight is needed. Unlike CO and XO, it is not necessarily a permanent standing office, and it has no preset term.

A Senior Man may advise the CO/XO, mentor leaders, guide [YELLOW] or [GREEN] members, oversee a training or organizational issue, lead a project, or provide experienced judgment wherever DECREG needs it. Depending on the needs and size of the team, more than one Senior Man may serve at the same time.

- Advise Team Leadership.
- Mentor developing leaders.
- Guide [YELLOW] and [GREEN] members where useful.
- Oversee a training, organizational, or equipment issue.
- Take responsibility for a project, event, or focused need.
- Provide continuity and experienced judgment.

THE ROLE EXISTS BECAUSE THE RESPONSIBILITY EXISTS.

It continues for as long as that responsibility and trust remain.

09

SECTION 9

HOW WE'RE ORGANIZED

DECREG scales from Buddy Team to Combined Force. The structure should remain simple enough to actually use.

DECREG ORGANIZATIONAL FRAMEWORK

PLATOON

A Platoon exists when multiple squads are operating together under a common command element. The Platoon Leader coordinates those squads toward a larger objective. Not every DECRET event requires a Platoon.

SQUAD

The Squad is the primary tactical element around which DECRET is organized. A Squad is led by the Squad Leader, normally identified by the callsign suffix ACTUAL. The Squad Leader controls the squad primarily through Fireteam Leaders rather than trying to personally direct every individual movement.

FIRETEAM

The Fireteam is the smallest organized maneuver element used by DECRET. Fireteams are identified as ALPHA and BRAVO. Each is led by a Fireteam Leader responsible for controlling assigned members, maintaining accountability, passing information, and carrying out the Squad Leader's intent.

ROMEO - RTO

The RTO supports the Squad Leader by managing communications and is normally identified as ROMEO. A good RTO does more than carry a radio: they listen, understand the situation, anticipate information needs, and preserve the Squad Leader's ability to lead.

RIFLEMEN & SPECIALISTS

Riflemen form the foundation of every element. Specialists such as Machine Gunners, Medics, Grenadiers, or other role-specific personnel support the mission based upon need. Specialists remain part of the team structure. A machine gun does not create its own chain of command. Neither does a medic patch.

A MACHINE GUN DOES NOT CREATE ITS OWN CHAIN OF COMMAND. NEITHER DOES A MEDIC PATCH.

10

SECTION 10

DECISIONS & TEAM GOVERNANCE

Not every decision needs a vote. Not every vote needs everyone. The system exists to keep the team functional and accountable.

COMMAND DECISIONS

Command Decisions are matters that fall within Team Leadership responsibility, including routine training schedules, administration, event planning, assignments, immediate safety or disciplinary matters, operational decisions, and issues requiring timely action. Not every question needs a referendum.

CLOSED VOTES

Closed Votes are used for significant matters where the permanent membership should have a formal voice. Closed Votes include [FULL TEAM] and Legacy Members.

OPEN VOTES

Open Votes allow a broader portion of the active organization to participate. Open Votes include [FULL TEAM], Legacy Members, and [GREEN].

WHY [YELLOW] DOES NOT VOTE

[YELLOW] is an assessment phase. Candidates should spend this period learning how DECREG works before being asked to formally determine how DECREG should work. Their opinions are not ignored; formal decision-making authority simply grows with membership and responsibility.

COMMAND SAFEGUARDS

The XO exists partly as a safeguard and counterbalance within Team Leadership. The CO also retains a veto when necessary to protect the long-term welfare, safety, or direction of the Regiment. That authority should be used rarely.

A veto should never mean, *"I did not get the result I wanted, so I am overruling everyone else."* If the team reaches a decision through the proper process, disagreement alone is not enough reason to set it aside.

The purpose of these safeguards is to keep any one decision, personality, or moment from pushing the Regiment somewhere it should not go. The CO and XO are expected to challenge one another when necessary, explain their reasoning, and use their authority with restraint. Leadership is strongest when it can be questioned without becoming divided.

DISAGREEMENT IS NOT DISLOYALTY

11

SECTION 11

LEADERSHIP IN DECREG

Leadership is responsibility carried in front of other people.

KNOW YOUR PEOPLE

Understand who you are leading, what they can do, and what they need.

COMMUNICATE

Make intent, priorities, and changes understandable.

MAKE DECISIONS

Do not let fear of being wrong turn into paralysis.

OWN THE RESULT

A leader owns outcomes, including the parts that went badly.

DELEGATE

Use subordinate leaders. Do not personally control everything.

DEVELOP REPLACEMENTS

A good leader creates people who can carry responsibility without them.

CORRECT WITHOUT DESTROYING

Standards matter. So does how you enforce them.

TAKE CARE OF YOUR PEOPLE

Monitor fatigue, morale, equipment, accountability, and welfare.

LEAD FROM THE STANDARD

Do not demand what you are unwilling to model yourself.

LEADERSHIP IS NOT MEASURED BY HOW MANY PEOPLE FOLLOW YOU, BUT BY HOW MANY PEOPLE CAN LEAD BECAUSE OF YOU.



PART V

EQUIPMENT & STANDARDS

12

SECTION 12

RIFLEMAN FIRST — STANDARD RIFLEMAN LOADOUT

Every specialized role is built on the same foundation: be able to function as a Rifleman first.



Effective Gear is critical. It is difficult to communicate if your radio does not work. It is difficult to stay effective if you cannot carry water. It is difficult to support the person beside you if every rifle and magazine on the team uses a completely different system.

But equipment is still only a tool. DECREG does not expect everyone to own identical gear, wear identical brands, or build matching Instagram loadouts.

The objective is not uniformity for the sake of uniformity. The objective is interoperability.

Members may develop into Machine Gunners, Medics, RTOs, Grenadiers, leaders, or other specialists. Those roles are built on top of the same basic foundation.

- Move with a buddy.
- Operate within a Fireteam.
- Maintain a sector.
- Communicate.
- Maintain accountability.
- Manage ammunition and water.
- Follow the Squad Leader's intent.
- Operate a standard DECREG rifle when necessary.

SAFETY EQUIPMENT

- Event-compliant eye protection.
- Barrel cover or other required safe-area equipment.

THE STANDARD RIFLE

The DECRET Rifleman baseline is an AEG accepting standard M4/STANAG-type magazines. Manufacturer, barrel length, furniture, optic, internal setup, and cosmetic configuration are individual choices. GBB rifles, NGRS, Systema/PTW, and other proprietary-magazine systems may be excellent personal weapons, but they do not satisfy the interoperable Rifleman baseline.

The purpose is simple: the ability to hand another Reggie a magazine and know it will work.

STANDARD BB WEIGHT

DECRET standard Rifleman ammunition is .32g BBs unless event rules or a specific weapon system require otherwise.

STANDARD AMMUNITION LOAD

The standard Rifleman should begin an event with a minimum of approximately 1,000 rounds on their persons, or the event-required load if different. Examples include 10 x 100-round magazines or 4 x 250-round magazines.

SECONDARY WEAPON

Optional. If someone chooses to run a pistol, they should maintain sufficient magazines and gas/batteries to support it. A reasonable baseline is a pistol with two magazines total, including the magazine in the weapon. Some events or roles may make a secondary more valuable or specifically required.

FIGHTING LOAD

The exact arrangement of pouches is left to the individual. A battle belt, plate carrier, chest rig, rear pack, or combination should be configured so the member can actually access what they need.

1ST LINE — BELT SYSTEM

Optional. A 1st Line may include a battle belt, duty belt, or other load-bearing belt system. Typical items may include secondary weapon, spare secondary magazine, spare primary magazine, and dump pouch.

2ND LINE — PLATE CARRIER / CHEST RIG

Required / expected for active members: primary magazines meeting the minimum ammunition standard, radio, microphone/PTT, 2 grenades or bangers, hydration, spare primary-weapon battery, rear-mounted or immediately accessible small pack, and 3 game-use tourniquets when applicable.

COMMUNICATIONS

Every Rifleman should be capable of carrying and using a radio. At minimum, the member should be able to receive team communications, transmit, use an appropriate microphone/PTT, change Freqs when directed, and maintain sufficient battery life for the event.

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SECTION 13

LOADOUT PHILOSOPHY

Your equipment exists to support your job. It does not need to prove anything about you.

RELIABLE > EXPENSIVE

What matters first is whether the equipment consistently performs the job you bought it to perform.

COMFORTABLE > COOL

You may wear this equipment for hours, all day, all night, or all weekend. Something that looks great but destroys your body is not good equipment for you.

COMPATIBLE > UNIQUE

There is value in individuality. There is greater value in being able to support the people around you.

MISSION DRIVES GEAR

A four-hour open-play day and a 24-hour field event should not produce identical loadouts. Neither should a Rifleman and a Machine Gunner.

GEAR BRAND / COLOR

DECREG does not currently mandate a particular manufacturer for plate carriers, chest rigs, belts, packs, pouches, helmets, or most personal equipment. Gear is expensive and body mechanics differ. Use equipment that allows you to perform effectively.

The majority of DECREG currently uses Ranger Green load-bearing equipment. If an established member is purchasing a new plate carrier or similar major piece of equipment and has no strong preference, Ranger Green is preferred for visual consistency. Preferred does not mean throw away perfectly good gear you already own.

THREE LEVELS OF EQUIPMENT EXPECTATION

ENTRY LEVEL → ESTABLISHED MEMBER → ROLE / EVENT SPECIFIC

A new member needs safe, reliable basics. An established member should have the standard team capabilities available. Role- and event-specific equipment comes later, when there is an actual reason to own it.



Different members, different setups, one common standard of reliability and interoperability.

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SECTION 14

UNIFORM, IDENTIFICATION & VISUAL STANDARDIZATION

Standardize what helps us identify one another and work together. Individualize the rest.

DECREG does not require identical equipment. Standardization exists where it provides a useful advantage: safety, interoperability, identification, and a consistent team appearance. Plate carriers, chest rigs, rifles, boots, gloves, optics, pouches, and personal equipment can differ.

THE GOAL IS NOT TO CLONE EVERY KIT. THE GOAL IS TO KNOW, AT A GLANCE: THAT'S ONE OF OUR GUYS.

CAMOUFLAGE CAPABILITY

- M81 Woodland — primary green capability.
- DCU — primary tan capability.
- Multicam — NATO / faction / event-specific capability.

Event requirements always control the uniform being worn. DECREG does not mandate a specific manufacturer or uniform cut; the camouflage pattern matters more than the label inside the shirt.

DECREG STANDARD HELMET PAINT FINISH



DECREG standard helmet paint finish. Helmet model and individual setup may vary; the common paint language provides quick visual identification.

TAN + LIGHT GREEN BASE → NET OVERLAY → DARK GREEN

The standard team paintjob begins with a tan and light-green base. A net cover or overlay is placed over the helmet, dark green is sprayed across it, and the net is removed so the lighter tan and green remain visible through the pattern. The result makes us immediately recognizable without requiring every helmet to be the same make or model.

Established helmet equipment should include an NVG shroud or mounting capability, standardized identification placement, and a red blinking dead-light. Covers may be used when appropriate for event camouflage requirements.

TEAM PATCH

When this handbook refers to a Team Patch, it means a DECREG patch incorporating the identifying elements of Helmet, Sword, and December. The Team Patch should remain the primary identifying patch on a member's kit.

Approved primary locations are Left Arm, Center Chest, and Center Rear. The first DECREG patch issued when someone joins [FULL TEAM] is provided by the team. As of this edition, replacement or additional patches are \$10 each.

INDIVIDUAL IDENTIFICATION

ID badges are optional but strongly encouraged. They should normally include Name/Callsign, DECREG, and Armory # or RECRUIT when applicable. Common locations are center chest, center rear, or the right-side helmet patch position. Front/helmet IDs are typically around 3.5 × 2 inches; rear identifiers may be up to roughly 5 × 3 inches.

UNIT CALL

A DECREG Unit Call patch is optional but strongly encouraged. The visual logic is simple: LEFT = Team Patch; RIGHT = Unit Call / individual ID. The Unit Call may be worn on the right arm, right helmet, center rear, or centered on a baseball cap when appropriate. Common colors include Red, Blue, and Ranger Green.

RANK INSIGNIA Do not wear real-world military rank solely as an airsoft leadership identifier unless you actually earned it. DECREG leadership positions do not require costume rank.

AND YES...IT LOOKS SHARP AS HELL.

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SECTION 15

FIGHTING & SUSTAINMENT LOADS

Pack for the actual event. Four hours, twelve hours, and twenty-four hours are different problems.

HYDRATION

Every member is responsible for carrying adequate water for the expected duration and weather. Bladder, canteen, bottle, or some combination - the container matters less than having enough water to remain useful.

12+ HOUR SUSTAINMENT LOAD

- Personal sustenance supplies such as food/snacks, hand warmers, hygiene, and basic morale items.
- Adverse-weather equipment such as rain shell, beanie, insulation, gloves, and weather-specific clothing.
- Sufficient backup power for primary weapon, radio, navigation/smart devices, and other mission-critical electronics.
- Appropriate gas or consumables for any secondary system being carried.

24+ HOUR EXTENDED LOAD

- Sleep system appropriate to expected conditions.
- Spare primary weapon system.
- Food for the duration of the operation.
- Water / planned water-resupply capability.
- Additional clothing.
- Spare socks and underwear.
- Additional weather equipment.
- Additional ammunition, batteries, and consumables based upon event duration.

The exact load changes with season, weather, event rules, access to water and resupply, sleep plan, mission, and role. Do not pack a 24-hour ruck from a generic checklist and assume the problem is solved. Test it. Carry it. Sleep in it. Find out what you use, what you forgot, and what you carried all night without touching.

FOR [YELLOW] Do not treat this section as a shopping list. Build capability gradually, borrow when practical, and learn what you actually use before spending money.



PART VI

TEAM ROLES

16

SECTION 16

STANDARD ROLES

Roles add capability to the squad. They are not character classes, permanent identities, or status symbols.

Roles exist to give the squad capabilities. They are not character classes, permanent identities, or status symbols. Owning a particular weapon does not automatically mean the team needs that role at every event.

Every standard role should answer four questions: What is the purpose? What is the person responsible for? What equipment does the role require? What makes someone effective in it? The mission determines which roles are needed.

ROLE IS CAPABILITY. LEADERSHIP IS RESPONSIBILITY.

RIFLEMAN

PURPOSE

The Rifleman is the foundation of DECREG's tactical structure. Nearly every other role exists to support, coordinate, or add capability to the basic Rifleman. A good Rifleman is not a beginner waiting to receive a more interesting job.

RESPONSIBILITIES

- Maintain awareness of an assigned sector.
- Move effectively with a buddy.
- Operate within Alpha or Bravo.
- Communicate what they see.
- Follow the FTL's direction.
- Maintain accountability.
- Manage ammunition, water, and equipment.
- Support other members when needed.
- Continue functioning without constant individual instruction.

EQUIPMENT

The standard DECREG Rifleman loadout defined in Part V: interoperable M4/STANAG-type AEG, approximately 1,000 rounds loaded, .32g BBs, working radio, and event-appropriate sustainment.

WHAT MAKES SOMEONE EFFECTIVE

A good Rifleman pays attention, knows where the Fireteam and leader are, understands the sector, communicates, maintains their own equipment and sustainment, and makes the FTL's job easier.

LIGHT MACHINE GUNNER — LMG

PURPOSE

The LMG provides sustained fire support while retaining enough mobility to move with the squad. Within DECRET it is intended to remain closely integrated with the maneuver element.

RESPONSIBILITIES

- Support Fireteam movement.
- Provide sustained fire when required.
- Cover movement and displacement.
- Help establish local fire superiority.
- Communicate ammunition status.
- Position where the weapon can influence the fight.
- Maintain enough mobility to stay with the supported element.

EQUIPMENT

Suitable LMG platform. DECRET currently favors the KAC Stoner 96 / LAMG family, but it is not required. Minimum: 2 LMG magazines, with additional ammunition based on event duration and expected use.

WHAT MAKES SOMEONE EFFECTIVE

A good LMG gunner understands that positioning matters as much as volume, communicates with the FTL, manages ammunition, knows when the gun needs to move, and is physically prepared to carry the additional load.

MEDIUM MACHINE GUNNER — MMG

PURPOSE

The MMG provides heavier sustained-fire capability than the LMG. It is less focused on staying inside every Fireteam movement and more focused on establishing support-by-fire where the weapon can control space, support maneuver, or defend an important position.

RESPONSIBILITIES

- Provide sustained support fire.
- Establish effective firing positions.
- Support maneuvering elements.
- Communicate ammunition and weapon status.
- Displace when necessary.
- Coordinate closely with leadership.

EQUIPMENT

Suitable MMG platform. DECRET currently favors the UKM2000 and PKM families, but neither is required. Minimum: 2 MMG magazines, with additional ammunition based on the operation.

WHAT MAKES SOMEONE EFFECTIVE

A good MMG gunner has patience, understands where the weapon can dominate useful terrain, knows when movement is necessary, and is realistically prepared to move the weapon and ammunition for the duration.

GAME MEDIC

PURPOSE

The DECREG Medic role primarily supports airsoft event medical mechanics. It should not be confused with professional emergency medical care. Real-world injuries are handled according to the actual medical situation, field procedures, and the real training level of the people involved.

RESPONSIBILITIES

- Carry the issued game-medic equipment.
- Keep TQs accessible and ready.
- Understand event medic rules.
- Track TQs issued to DECREG members.
- Recover reusable equipment when practical.
- Conduct an equipment count after the event.
- Report lost or damaged team equipment.

EQUIPMENT

Team-owned low-profile TQ+ pouch or equivalent game-medic system, capacity for 10+ pre-staged game TQs, and any event-specific medic equipment.

WHAT MAKES SOMEONE EFFECTIVE

A good Medic understands the game rules before they are needed, keeps equipment organized, remains accessible, communicates, and remains capable of functioning as a Rifleman when not actively performing the Medic role.

RADIO TELEPHONE OPERATOR — RTO / ROMEO

PURPOSE

The RTO manages communications so the leader they support can concentrate on leading. Within the squad, the RTO is normally identified as ROMEO.

RESPONSIBILITIES

- Monitor assigned nets.
- Transmit traffic for the supported leader when appropriate.
- Receive and record important information.
- Help manage Freq changes.
- Maintain radio battery life.
- Understand callsigns and the communications plan.
- Pass information accurately.
- Keep unnecessary traffic off the net.

EQUIPMENT

Reliable radio equipment, appropriate microphone/PTT, sufficient battery capacity, access to the communications plan, and a way to record important information when needed.

WHAT MAKES SOMEONE EFFECTIVE

A good RTO is calm, clear, concise, and accurate. They make information easier for leadership to manage instead of becoming another source of noise.

FIRETEAM LEADER — FTL

PURPOSE

The FTL controls the smallest organized maneuver element within DECREG. Alpha and Bravo FTLs translate the Squad Leader's intent into action at the Fireteam level.

RESPONSIBILITIES

- Maintain Fireteam accountability.
- Control movement.
- Assign and maintain sectors.
- Pass information up and down.
- Understand the Squad Leader's intent.
- Make immediate decisions when necessary.
- Manage specialists within the Fireteam.
- Monitor ammunition, water, fatigue, and condition.
- Develop assigned Riflemen.

EQUIPMENT

Standard fighting load. Second radio, smart device for ATAK/Aries Alpha or other mapping, and external battery when the mission or event requires them.

WHAT MAKES SOMEONE EFFECTIVE

A good FTL communicates, moves their people, maintains awareness, solves small problems before they reach the Squad Leader, and knows when someone needs direction versus when they should simply be allowed to do their job.

SQUAD LEADER — SL / ACTUAL

PURPOSE

The Squad Leader commands the squad. The SL receives mission or intent from higher leadership and coordinates Alpha, Bravo, Romeo, and attached specialists to accomplish it.

RESPONSIBILITIES

- Understand the mission and higher intent.
- Develop and brief a plan.
- Coordinate Alpha and Bravo.
- Maintain accountability.
- Coordinate support weapons and specialists.
- Communicate with higher leadership.
- Manage tempo and adjust when conditions change.
- Monitor squad condition.
- Conduct or contribute to the AAR.
- Develop FTLs.

EQUIPMENT

Primary squad radio, second radio for higher net when required, smart device / maps / overlays as needed, external battery, and event-specific mission information.

WHAT MAKES SOMEONE EFFECTIVE

A good Squad Leader creates clarity. Their people should understand what we are doing, why we are doing it, and what matters right now. The SL makes decisions, communicates intent, uses subordinate leaders, and accepts responsibility for the result.

PLATOON LEADERSHIP

PURPOSE

Platoon Leadership exists when multiple squads need to operate toward a common objective. The Platoon Leader coordinates squads rather than personally directing individual players.

RESPONSIBILITIES

- Coordinate multiple squads.
- Assign objectives.
- Manage timing.
- Communicate with higher command.
- Coordinate partner teams.
- Manage support assets.
- Maintain the larger tactical picture.
- Adjust priorities as conditions change.
- Ensure Squad Leaders understand intent.

EQUIPMENT

Event-specific command communications, maps/overlays, planning material, and RTO/support personnel as required.

WHAT MAKES SOMEONE EFFECTIVE

Good Platoon Leadership spends more time thinking about squads than individual Riflemen. If the PL is correcting one Rifleman's position while two squads do not know what they are supposed to be doing, the leader is operating at the wrong level.

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SECTION 17

SPECIALIZED / DEVELOPING ROLES

Developing roles are formalized only when they add a real capability and the team has a reason to support them.

GRENADIER — DEVELOPING / NON-STANDARD**PURPOSE**

The Grenadier adds a 40mm capability to the Rifleman without completely replacing the standard Rifleman weapon system.

RESPONSIBILITIES

- Remain a competent Rifleman.
- Understand event-specific launcher, projectile, and MED rules.
- Use the launcher to add capability at the correct moment rather than manufacturing reasons to use it.

EQUIPMENT

- Standard Rifleman weapon plus M203/M320-style launcher.
- Current baseline: 6 × 40mm shower shells OR 2 × TAGINN-capable 40mm shells.
- Additional ammunition based on event rules, duration, and expected use.

WHAT MAKES SOMEONE EFFECTIVE

A good Grenadier understands that the launcher is an additional capability, not the entire purpose of the role.

AUTOMATIC RIFLEMAN — AR / IAR — DEVELOPING / NON-STANDARD**PURPOSE**

The Automatic Rifleman bridges the standard Rifleman and dedicated LMG, providing increased sustained-fire capability while retaining a rifle-format weapon and high mobility.

RESPONSIBILITIES

- Support Fireteam movement with controlled higher-volume fire.
- Manage ammunition and reloads.
- Retain Rifleman-level mobility.
- Use fire discipline rather than treating capacity as permission to fire continuously.

EQUIPMENT

- Favored examples: H&K M27 IAR-type platforms and RPK-16. Other suitable platforms may be used.
- Current baseline: 5 × EMP1 magazines, approximately 1,250 rounds loaded, when using that magazine system.
- Box/drum if event rules allow.
- Approximately 2,000 additional BBs accessible for reloads when the mission requires.
- Speedloader when using standard magazines.

WHAT MAKES SOMEONE EFFECTIVE

A good Automatic Rifleman increases the Fireteam's ability to support movement without significantly reducing mobility. If the setup becomes as heavy and cumbersome as a dedicated machine gun, the member should probably fill the LMG role instead.

FUTURE ROLES

A role does not become standard merely because someone purchases equipment for it. Before formalizing a role, DECREG should determine what capability it adds, whether the team actually needs it, where it belongs organizationally, whether it duplicates an existing role, what equipment should be standardized, what training is required, how event rules affect it, and whether the person can perform it without becoming a burden on the element.



PART VII

TRAINING & OPERATIONS

DECEMBER REGIMENT / INDOC 2.0

18

SECTION 18

HOW WE TRAIN

Common language. Common expectations. Shared experience.



DECREG trains because teamwork does not happen automatically. A group of capable individual players is not necessarily a capable team.

Training gives us a common language, common expectations, and enough shared experience that we can work together without having to explain everything from the beginning every time we step onto the field.

The objective is not to turn every member into an expert in every subject. The objective is to make the team increasingly familiar, adaptable, and dependable.

TRAINING DEVELOPS FROM THE INDIVIDUAL OUTWARD

**INDIVIDUAL → BUDDY TEAM → FIRETEAM →
SQUAD → PLATOON / COMBINED FORCE**

The exact subject matter changes depending upon what the team currently needs. Sometimes that means basic individual skills. Sometimes Fireteam or Squad cohesion. Sometimes radios, navigation, night operations, sustainment, leadership, or preparing for a specific event.

Not every training day needs to be complicated. Sometimes the most useful training is going back to something simple and doing it better.

TRAINING HAS A PURPOSE

We do not train simply so we can say we trained. A good training event should help answer at least one question: What are we trying to improve? What are we trying to learn? What are we trying to test?

That may involve people, equipment, a procedure, leadership, or simply discovering that something we thought would work does not. That is still useful.

FAILURE IS PART OF TRAINING

Training is where we should be willing to make mistakes. Plans fail. People become confused. Equipment does not work as expected. Leaders make bad decisions. Procedures occasionally prove awkward or unnecessary. Good. That is why we train.

TRAINING IS EVERYONE'S RESPONSIBILITY

Leadership may organize training, but leaders are not the only people responsible for improving the team. Experienced members should teach. Newer members should ask questions. Specialists should share what they know. Members who identify weaknesses should help develop solutions.

STANDARDS SHOULD FOLLOW EXPERIENCE

DECREG procedures are not sacred because someone typed them into a document. If training repeatedly demonstrates that a procedure works, we standardize it. If experience demonstrates that something needs to change, we change it. The purpose of a standard is to help the team operate more effectively.

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SECTION 19

TRAINING EXPECTATIONS

Training matters. It is not meant to become a second job.

Members are not expected to attend every training opportunity. They are expected to make a reasonable effort to remain involved, maintain fundamentals, and continue developing.

FOR [YELLOW] Training is especially important because it creates the shared experience needed to integrate into the team. Your job is not to master Appendix D. Your job is to keep showing up and building from the basics.

FOR [GREEN] Use training to deepen your own competence and begin contributing where you can—help a newer member, share a useful skill, or take responsibility for a small piece of the day.

For established members, training is a chance to maintain fundamentals, teach others, experiment with equipment and procedures, develop leaders, and prepare for upcoming events.

THE INDOC TELLS YOU WHO WE ARE AND HOW WE OPERATE. TRAINING TEACHES YOU HOW WE DO IT.

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SECTION 20 COMMUNICATIONS

Everyone should be able to operate their own radio. Detailed procedure lives elsewhere.

Communications are one of the foundations of DECREG. Every member should be comfortable carrying and operating their own radio, receiving traffic, transmitting clearly, changing Freqs when directed, and maintaining battery life for the event.

Romeo / the RTO may manage the primary communications burden for a Squad Leader, but that does not excuse the rest of the squad from understanding its own equipment.

RADIO STANDARD Detailed radio procedures are maintained separately from this handbook.

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SECTION 21

EVENT EXPECTATIONS

Preparation, accountability, effort, and representing the team well matter more than getting the coolest assignment.

BEFORE THE EVENT

- Read the event information: date, location, arrival time, uniform, equipment, duration, special rules, and expected role.
- Confirm attendance. If your plans change, communicate.
- Prepare equipment before leaving home: charge batteries, test radio and weapon, check eye protection, pack water and clothing, check patches/ID, and review weather.

DURING THE EVENT

- Be where you are supposed to be when you are supposed to be there.
- Maintain accountability. If you are leaving the element or the event, communicate.
- Stay engaged during slow or confusing periods. Maintain security, listen, help, check equipment, drink water, and find something useful to do.
- Support the team, even when that means carrying extra ammunition, helping with a radio, taking the machine gun for ten minutes, or filling a role you did not expect.
- Represent DECREG well. Play honestly, treat refs appropriately, resolve issues like an adult, and do not create staging-area drama.

AFTER THE EVENT

- Account for team-owned equipment and report anything lost or broken.
- Participate in the AAR: identify SUSTAINS and IMPROVES.
- Review your own performance: what worked, what failed, what you carried and never used, what you wished you had, where you were confused, and what skill needs work.
- Reset equipment: clean, dry, charge, repair, and replace what was consumed.

THE MISSION DOES NOT OWE EVERYONE A HIGHLIGHT REEL.

PART VIII



THE REGIMENT BEYOND THE PATCH

22

SECTION 22

TASK FORCE RUBICON & PARTNER TEAMS

Different patches. Common language. Shared purpose.



Task Force Rubicon identity.



Task Force Rubicon — cooperative force, separate team identities.

DECREG is its own team. It has its own history, membership process, leadership structure, standards, and identity. But we do not operate in a vacuum.

Some of the best things DECREG has done, both historically and today, have come from working alongside people outside the team. Good partnerships make everyone more capable. Cooperation does not require everyone to wear the same patch.

TASK FORCE RUBICON

Task Force Rubicon exists as a broader framework for cooperation between DECREG and other trusted teams and players. It is not intended to erase the individual identity of participating organizations. DECREG remains DECREG. Raider Company remains Raider Company. Other partner elements remain their own organizations.

A larger combined element becomes considerably more useful when its parts already understand one another before the event begins.

WHY THIS MATTERS

- Sharing a Squad.
- Operating adjacent to another Squad.
- Supporting another team.
- Combining into a Platoon.
- Using common communications.
- Coordinating movement.
- Sharing leadership responsibilities.
- Operating under another commander.
- Having another team operate under DECREG field leadership.

The goal is not control. The goal is interoperability.

RAIDER COMPANY

Raider Company is one of DECREG's closest partner organizations. Members of both teams may regularly train, attend events, and operate together. That relationship does not make Raider Company subordinate to DECREG. The teams retain separate identities while benefiting from shared experience, common procedures, and familiar leadership.

PATRIOT SQUAD

Patriot Squad is also part of DECREG's wider network of trusted partners. Like Raider Company, its members may operate directly alongside DECREG at training and larger events. The relationship is based on familiarity and cooperation rather than organizational ownership.

FRIENDS, PARTNERS, AND THE COMMUNITY

Not everyone we work well with needs to join DECREG. A healthy community needs good teams, good independent players, good event organizers, good fields, and people willing to cooperate across organizational lines. [F&F] FRIENDS & FAMILY are an important part of that community as well.

GOOD. WE CAN WORK WITH THEM.

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SECTION 23 DEVELOPMENT WITHIN THE TEAM

There is no single ladder, no class progression. Development means becoming more capable and more useful wherever we can, in whatever way we can.

RIFLEMAN DEVELOPMENT

A member may simply become an increasingly experienced Rifleman: better awareness, stronger communication, greater reliability, better understanding of procedures, more confidence, and the ability to fill gaps without constant direction. There is no requirement to promote out of that.

LEADERSHIP

Members interested in leadership may progress from Rifleman to FTL to SL to Platoon/Event Leadership. That progression is not automatic. Leadership positions are based on readiness, need, trust, and opportunity rather than time served. Members should expect to move in and out of leadership roles as the team needs.

COMMUNICATIONS

Members may develop deeper capability in radio procedure, RTO work, communications planning, programming, troubleshooting, multi-net operations, and digital communications tools.

WEAPONS & SPECIALIST ROLES

Members may develop as LMG Gunners, MMG Gunners, Automatic Riflemen, Grenadiers, Game Medics, or other approved specialist roles. Specialization should add capability to the squad, not isolate the specialist from it.

TRAINING & MENTORSHIP

One of the most valuable development paths is becoming someone capable of helping others improve: working with a [YELLOW] candidate, helping a [GREEN] member develop, teaching a skill, assisting with training, helping develop an FTL, sharing equipment knowledge, creating useful reference material, or reviewing procedures.

SENIOR MAN AS A DEVELOPMENT ROLE

A Senior Man appointment is one way DECREG can place trusted experience where responsibility exists without inventing a permanent office for every need. The appointment may last through a specific project, continue as long as the need exists, or remain indefinitely while the responsibility and trust remain. More than one Senior Man may serve when appropriate.

DEVELOPMENT IS NOT A RACE

DECREG membership is not a leveling system. You do not need to unlock every role, hold a title, or compare your progress against someone else's. The questions are simpler: Are you more capable than you were before? Are the people around you better because you are here?

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SECTION 24 WHAT THE PATCH MEANS

The patch is not a finish line. It is an expression of trust and a responsibility to the people who wear it beside you.

Eventually, after [F&F] FRIENDS & FAMILY, [YELLOW], [GREEN], and [THE GATE], someone may be invited into [FULL TEAM]. They receive the DECREG patch. That moment should mean something - but probably not for the reason someone expects when they first begin pursuing it.

The patch does not mean you are the best player on the field. It does not mean you have mastered every skill. It does not mean you have the most expensive equipment. It does not mean you outrank anyone. And it certainly does not mean you are finished developing.

- They trust you to show up.
- They trust you to do your job.
- They trust you to communicate.
- They trust you to carry your share of the load.
- They trust you to help someone else when they need it.
- They trust you to admit when you are wrong.
- They trust you to continue improving.
- They trust you to represent DECREG well when nobody else from DECREG is standing beside you.
- Eventually, they trust you to help decide who will wear the patch after you.

THE PATCH IS NOT THE FINISH LINE

The standards do not decrease once you reach [FULL TEAM]. They increase. You are no longer simply learning the culture; you help maintain it. You are no longer simply receiving training; you should increasingly help pass it on. Someone behind you is now watching what you do.

LEAVE SOMETHING BEHIND

At some point every person's active time with DECREG will end. Life changes. People move. Priorities change. Bodies stop cooperating. Eventually somebody else will occupy the role you currently fill.

When that happens, the question should not be whether DECREG can survive without you. It should be whether you helped make sure it can.

- Teach someone.
- Develop someone.
- Improve something.
- Document something.
- Build relationships.
- Pass along what was given to you.

SOMEONE TAUGHT US TOO.



Modern DECREG — the history is no longer only behind us.

LEAVE THE REGIMENT STRONGER THAN YOU FOUND IT.

Welcome to December Regiment. Show up. Put in the work. Take care of your people. Learn something. Teach something. Get to work.

PART A-E

APPENDICES

A

APPENDIX A

CURRENT LEADERSHIP & TEAM ROSTER

Current standing as of 24 August 2026. This appendix is intentionally simple so it can be updated without redesigning the handbook.

ROSTER STATUS Active and Reserve describe current participation. Legacy is a historical/membership designation and may coexist with reduced activity when appropriate.

COMMANDING OFFICER**Bryan Giammatteo**

Patched 2007 | Armory #0701

EXECUTIVE OFFICER**Sean Ward**

Patched 2025 | Armory #2501

SENIOR MAN**Will Gayton**

Patched 2011 | Armory #1102

ACTIVE ROSTER

MEMBER	ROLE	PATCHED	ARMORY #
Bryan Giammatteo	CO	2007	0701
Sean Ward	XO	2025	2501
Will Gayton	Senior Man	2011	1102
Jon Dunham	—	2007	0703
Jenny Giammatteo	—	2025	2502
Jeremy Wiggs	—	2026	2601
Kevin Quick	—	2026	2602
Greg	—	2026	2604

RESERVE

MEMBER	PATCHED	ARMORY #
Jon Valle	2009	0903

LEGACY ROSTER

MEMBER	PATCHED	ARMORY #
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MEMBER	PATCHED	ARMORY #
Shaun O'Neil	2007	0702
Robert Giammatteo	2007	0704
Schuyler Schoonmaker	2007	0705
John Godsey	2007	0706
Ralph Fuhrmann	2008	0801
Matt Dunham	2009	0901
Arthur Hobson	2009	0902
John Burris	2010	1001
Erin O'Neil	2011	1101
husker	2011	1103
Jon Kapczack*	2012*	1201

Armory numbers are derived from the last two digits of the year joined combined with the member's order of joining during that year. They identify a member; they do not indicate rank or authority.

APPENDIX B

EQUIPMENT CHECKLIST

Quick-reference packing guide. This is not a substitute for event-specific requirements.

SAFETY

- ☐ Event-compliant eye protection
- ☐ Face protection when required by age/event rules
- ☐ Barrel cover / safe-area equipment
- ☐ Red blinking dead-light on helmet

STANDARD RIFLEMAN

- ☐ AEG accepting M4/STANAG-type magazines
- ☐ ~1,000 rounds loaded or event-required load
- ☐ .32g BBs unless rules/system require otherwise
- ☐ Spare primary battery
- ☐ Working radio + PTT/mic
- ☐ Hydration

FIGHTING LOAD

- ☐ Primary magazines
- ☐ Radio / PTT
- ☐ 2 grenades or bangers when allowed
- ☐ Hydration
- ☐ Spare battery
- ☐ Small rear / immediately accessible pack
- ☐ 3 game TQs when applicable
- ☐ 1st Line belt system if desired

UNIFORM / ID

- ☐ Required event camouflage: M81 / DCU / Multicam as applicable
- ☐ Team Patch
- ☐ Individual ID / Unit Call strongly encouraged
- ☐ Helmet with DECREG paint standard when used
- ☐ Soft head cover

12+ HOURS

- ☐ Food / snacks / morale
- ☐ Weather clothing
- ☐ Extra batteries / power
- ☐ Gas / consumables as needed

24+ HOURS

- ☐ Sleep system
- ☐ Spare primary weapon

- ☐ Food and water / resupply plan
- ☐ Extra clothing
- ☐ Spare socks / underwear
- ☐ Additional weather gear
- ☐ Extra ammunition / batteries / consumables

LEADERSHIP / ROLE-SPECIFIC

- ☐ Second radio when mission requires
- ☐ Smart device / ATAK / Aries Alpha when required
- ☐ External battery
- ☐ Role-specific weapon/equipment
- ☐ Event-specific maps / overlays / mission material

[YELLOW] This is not a shopping list. Start with safe, reliable basics and build capability over time.

APPENDIX C

COMMON TERMINOLOGY & ACRONYMS

Quick reference for terms commonly used within DECREG. You are not expected to memorize it. If you do not know what something means, ask.

TERM	MEANING
ACTUAL	Within DECREG Squad callsigns, Actual designates the Squad Leader.
AAR	After Action Review. Used after training or events to identify Sustains and Improves.
AEG	Automatic Electric Gun. DECREG's interoperable Rifleman baseline is built around an AEG using M4/STANAG-type magazines.
ALPHA	Alpha Fireteam Leader.
ARMORY NUMBER	Permanent DECREG member identifier derived from the last two digits of the year joined and the member's order of joining during that year. It does not indicate rank or authority.
AR	Automatic Rifleman.
ATAK	Android Tactical Assault Kit. Digital mapping and situational-awareness tool used at some events.
BRAVO	Bravo Fireteam Leader.
BUDDY TEAM	Two members working together as the smallest practical team element.
CALLSIGN	Name used to identify a person or element over radio communications.
CO	Commanding Officer.
COMBINED FORCE	Multiple DECREG and/or partner elements operating together under a common event structure.
DCU	Desert Camouflage Uniform; one of DECREG's standard camouflage patterns.
DEAD-LIGHT	A light used to indicate that a player is out of play. DECREG standard helmet equipment includes a red blinking dead-light.
DECREG	Standard abbreviation for December Regiment.
DMR	Designated Marksman / Designated Marksman Rifle. Used at some events; DECREG does not currently maintain a separately standardized DMR role in this handbook.
[F&F] FRIENDS & FAMILY	Trusted people within the wider DECREG community who are not formally pursuing membership.
FIRETEAM	Small led element within a Squad.
FTL	Fireteam Leader.

TERM	MEANING
Freq	Abbreviation for frequency.
[FULL TEAM]	Permanent DECREG membership following passage through [THE GATE].
GAME MEDIC	Player assigned to manage an event's game-specific medic or revive mechanics. This does not indicate real-world medical qualification.
GBB	Gas Blowback. Gas-powered airsoft weapon system, commonly using proprietary magazines.
[GREEN]	Integration Phase of the DECREG membership process.
IAR	Infantry Automatic Rifle. A rifle-style automatic weapon concept used by the developing Automatic Rifleman role.
IMPROVES	Items identified during an AAR that should be corrected, changed, or developed.
INDOC	Indoctrination; this handbook. It establishes DECREG identity, organization, standards, and expectations. It does not mean brainwashing. Probably.
LEGACY	Membership designation recognizing longstanding DECREG members whose connection to the Regiment remains part of its history and continuity despite reduced current participation.
LMG	Light Machine Gun. Support-weapon role providing sustained automatic capability while remaining relatively mobile.
LP/OP	Listening Post / Observation Post.
M81	M81 Woodland camouflage; one of DECREG's standard uniform patterns.
MED	Minimum Engagement Distance. Determined by event rules.
MGRS	Military Grid Reference System.
MMG	Medium Machine Gun. Heavier support-weapon role than the LMG.
MULTICAM	One of DECREG's standard camouflage patterns.
NGRS	Next Generation Recoil Shock. Proprietary electric airsoft rifle system.
NODs	Common slang for Night Observation Devices.
NVG	Night Vision Goggles.
PB	Patrol Base.
PC	Plate Carrier.
PL	Platoon Leader.

TERM	MEANING
PTT	Push to Talk.
PTW	Professional Training Weapon; commonly associated with Systema-type proprietary airsoft platforms.
RECRUIT	Identification marking that may be used by members moving through the DECREG membership process.
REGGIE	Informal term for a member of December Regiment.
RESERVE	Participation status for a DECREG member who remains part of the Regiment but is not currently able to participate regularly.
RIFLEMAN	Foundational DECREG role upon which other roles are built.
ROMEO	Squad RTO.
RTO	Radio Telephone Operator.
RUCK	Larger pack used to carry sustainment equipment during extended-duration events.
SENIOR MAN	A respected DECREG leadership appointment entrusted to an experienced member to provide judgment, mentorship, continuity, and/or focused oversight. It has no fixed term and may continue as long as the responsibility, need, and trust remain.
SL	Squad Leader.
SQUAD	Organized field element normally composed of Fireteams, Riflemen, specialists, and supporting roles under a Squad Leader.
SUSTAINS	Things identified during an AAR that worked and should continue.
SUSTAINMENT	Food, water, power, clothing, shelter, and other resources required to remain functional for the duration of an event.
[THE GATE]	Symbolic boundary around DECREG's membership process. The first encounter is the Knock; the second is the Passage.
TFR	Task Force Rubicon.
TQ	Tourniquet. In airsoft event context, this may refer to a game TQ used as part of medic mechanics.
UNIT CALL	DECREG identification patch used as part of the team's visual-identification standard.
XO	Executive Officer.
[YELLOW]	Assessment Phase of DECREG candidacy.
1ST LINE	Optional belt-based equipment.

TERM	MEANING
2ND LINE	Primary fighting load, normally carried on a plate carrier or chest rig.
3RD LINE	Sustainment equipment normally carried in a larger pack or ruck.

APPENDIX D

TRAINING & DEVELOPMENT TOPICS

This appendix is a development reference. It is not a qualification checklist, and nobody is expected to learn everything in it. DECREG may train these topics over time based on team needs, upcoming events, available instructors, and member interest.

**SHOW UP. LEARN THE BASICS. ASK QUESTIONS.
BUILD FROM THERE.**

CORE FUNDAMENTALS

- Individual movement
- Fireteam fundamentals
- Accountability
- Gear familiarity
- Buddy Team work
- Squad fundamentals
- Basic radio use
- Hydration and sustenance

NAVIGATION & FIELD CRAFT

- Map reading
- MGRS
- Route planning
- Digital mapping tools
- Patrol and observation concepts
- Land Navigation
- Compass use
- Rally points
- Basic fieldcraft

COMMUNICATIONS

- Radio familiarization
- Freq management
- RTO skills
- Relaying information
- Battery and power management
- Callsigns
- Radio programming
- Troubleshooting
- Multi-net communications

TEAMWORK & ORGANIZATION

- Buddy Team coordination
- Squad organization
- Working within leader intent
- Accountability
- Fireteam organization
- Alpha / Bravo structure
- Movement with other elements
- Problem solving as a team

LONG-DURATION EVENTS & SUSTAINMENT

- Packing
- Food
- Weather
- Foot care
- Rucks
- 12+ hour events
- Water planning
- Power
- Clothing
- Sleep systems
- Equipment shakedown
- 24+ hour events

NIGHT OPERATIONS

- Moving in darkness
- Navigation
- Light discipline
- Accountability

- Communications
- Thermal systems
- Fatigue

- Night vision
- Mixed NVG / non-NVG elements
- Equipment management in darkness

LEADERSHIP DEVELOPMENT

- Small-element responsibility
- Squad leadership
- Briefing
- Delegation
- Mentorship
- Working with partner teams

- Fireteam leadership
- Platoon / event leadership
- Decision making
- Accountability
- AARs

SPECIALIST DEVELOPMENT

- RTO
- MMG
- Grenadier
- Navigation
- Mapping tools
- Training and instruction

- LMG
- Automatic Rifleman
- Game Medic
- NVG / thermal
- Equipment support

EQUIPMENT FAMILIARIZATION

- Rifle setup
- Radio setup
- Helmet setup
- Ruck packing
- Team equipment

- Magazine reliability
- Load-bearing equipment
- Battery management
- Troubleshooting
- Equipment shakedowns

SAFETY & MEDICAL AWARENESS

- Event safety rules
- Hydration
- Fatigue
- Emergency procedures

- Eye protection
- Heat / cold awareness
- Environmental hazards
- Basic first-aid awareness

EVENT PREPARATION

- Reviewing rules
- Checking equipment
- Practicing a specific skill
- Working with partner teams

- Reviewing maps
- Checking communications
- Reviewing assignments

MEMBER-LED DEVELOPMENT

Useful knowledge does not have to come from formal leadership. Members may contribute through training blocks, demonstrations, practical exercises, one-on-one help, reference material, troubleshooting, or simply bringing useful ideas forward. If you know something useful and can teach it well: share it.

FOR [YELLOW] Do not look at this appendix and think you need to know all of this. Focus on becoming safe, reliable, comfortable with your equipment, and useful to the people around you.

FOR [GREEN] Continue building your own skills, but begin paying attention to where you can contribute. You do not need to specialize or lead simply because you reached [GREEN].

Different members will develop in different directions. Some will become leaders. Some will become specialists. Some will become excellent Riflemen. Some will love Land Nav. Some will avoid a compass like it personally offended them. That is fine.

LEARN SOMETHING. HELP SOMEBODY ELSE. KEEP GETTING BETTER.

APPENDIX E

CHANGE LOG

This log records major additions and substantive changes to the DECREG INDOC. Minor wording, formatting, spelling, and layout changes are not individually listed.

1.27.26

- Cleaned up team history.
- Updated Team Patch cost.
- Expanded individual and helmet identification guidance.
- Added RECRUIT identification.

4.21.26

- Added formal membership-phase guidance.
- Formalized [YELLOW] as Assessment and [GREEN] as Integration.
- Expanded [FULL TEAM] expectations.
- Expanded leadership guidance.

5.11.26

- Added Rifleman loadout standards.
- Expanded uniform and identification standards.
- Added support and developing role guidance.
- Increased emphasis on equipment compatibility and interoperability.

5.12.26

- Added Game Medic role.
- Expanded Unit Call and individual-identification guidance.

5.19.26

- Expanded Game Medic responsibilities.
- Added team-owned game TQ system and accountability.

5.21.26

- Revised visual design direction.
- Refined patch, identification, and membership-process language.

8.24.26 — VERSION 2.0

- Major rewrite and reorganization of the INDOC.
- Expanded DECREG history, identity, culture, and expectations.
- Formalized the membership path from [F&F] FRIENDS & FAMILY through [FULL TEAM].
- Formalized [THE GATE] as both The Knock and The Passage.
- Expanded [GREEN] Integration guidance.

- Expanded leadership, organization, and team-governance sections.
- Clarified Senior Man as a respected, responsibility-driven leadership appointment without a fixed term; the role may continue as long as the need, responsibility, and trust remain.
- Consolidated Rifleman equipment standards into Rifleman First — Standard Rifleman Loadout.
- Formalized the DECREG helmet paint standard.
- Established the red blinking dead-light as standard helmet equipment.
- Expanded team and individual visual-identification standards.
- Reorganized and expanded team-role guidance.
- Clarified KAC Stoner 96 / LAMG-style platforms as favored, not required, for LMG.
- Clarified UKM2000 and PKM as favored, not required, MMG platforms.
- Added H&K M27 IAR-type platforms and RPK-16 as favored examples for the developing Automatic Rifleman concept.
- Reworked training around philosophy, progression, and practical expectations.
- Moved detailed radio procedures into separate DECREG training material.
- Expanded Task Force Rubicon and partner-team guidance.
- Added or substantially revised the Leadership & Team Roster, Equipment Checklist, Glossary, and Training & Development appendices.
- Simplified appendices to make future updates easier to maintain.



COMMUNICATION
COHESION
COORDINATION
VICTORY