

# Approved Equipment

Dell Devils Military Simulation



The following is a list of equipment approved for use while operating under Dell Devils Military Simulation insignia. **Required equipment<sup>1</sup>** will be utilized under all applicable circumstances, including practice. Questions and concerns should be submitted via the chain of command as applicable.

## Uniform Wear

Uniforms consist of an approved top\*, pants\*, boots\*, belt\*, and issued shirts and patches\*. These may be modified to suit operational need as deemed necessary by the Squad Leader and approved by the Platoon Leader. Uniforms will be worn in a clean and presentable manner, and uniform components should fit properly. Uniform patterns must match (i.e. Desert Digital pants are not to be worn with a Multicam top, etc.). Approved patterns are as follows:

1. Multicam\*
2. Desert Digital (including AOR1; MARPAT)
3. Any other pattern approved by Tier 1 majority vote per operational need and availability.

## Equipment List

**UNIFORM ITEMS** are required at the beginning of Probation, and thereafter. Uniform items are as follows:

- Top\* (ACU, BDU, TDU blouse; Combat Shirt. MUST have patch fields for all issued insignia and IFF features.)
- Pants\* (ACU, BDU, TDU pants.)
- Combat Boots\* (Desert Tan, Coyote Brown, Multicam. Should provide good ankle support and water resistance.)
- Web or Rigger's Belt\* (Desert Tan, Coyote Tan, Multicam, Black, or other non-contrasting color.)
- Forward-Flying Flag of the United States (Subdued color when in operational role.)

**ISSUED UNIFORM ITEMS** are to be worn whenever applicable following issue, and thereafter. Issued items are as follows:

- DDMS Unit Patch\*
- DDMS Rank Patches\*
- DDMS Branch Tape\*
- DD-Number Flag Patch\*
- DDMS Team Shirt (may be substituted with a DDMS Hoodie in casual settings)\*

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<sup>1</sup> \* Denotes **REQUIRED** equipment. All others are recommended. Policy subject to change.

**PERSONAL PROTECTIVE EQUIPMENT (PPE)** is required at all DDMS practices, games, and events for all in attendance regardless of membership status. PPE is as follows:

- ANSI-Certified Ballistic Eyewear\* (NOTE: Many fields DDMS frequents require full-seal ANSI-Certified eye protection. See your chain of command for details.)
- Face Protection (Coyote Tan, Desert Tan, Black, or other non-contrasting color.)
- Dead Rag\* (Red piece of fabric. Red Dead Light required for night operations.)
- Gloves (Desert Tan, Coyote Brown, Multicam, OD Green, Black, or other non-contrasting color.)
- Individual First Aid Kit (IFAK)\* required for members with preexisting medical conditions, highly recommended for all members. Must include any medication prescribed to the member by a medical doctor to treat any condition which may become life-threatening, or jeopardize the safety of the member. This includes EpiPen™ devices for those with severe allergies and rescue inhalers for those with asthma. Other recommended items include:
  - Gauze (rolled and pad form)
  - Tape
  - Iodine, Hydrogen Peroxide, or other wound wash
  - Bite and Sting kits/ointments
  - Antibiotic ointment
  - Hemostatic Agent such as Quik Clot® Sport™
  - Sunscreen
  - Lip Balm
  - Emergency Contact/Medical Information including blood type and insurance information.
  - Any other item deemed necessary or useful by the member.
    - Your IFAK is designed to be used ON YOU. DO **NOT** carry equipment with the intent to treat someone else. Use of advanced or combat lifesaving equipment without proper training and certification can result in civil or criminal liability – we have members certified to treat a patient should the need arise. Your safety and security is our priority.
    - Members authorized to carry firearms must be trained in Combat Life Support (CLS) or hold equivalent traumatic injury stabilization training, and be ready, willing, and able to treat gunshot casualties in combat situations, including their own injuries. Contact the Platoon Leader for details.

**COMBAT LOADOUT** is required as soon as possible following the beginning of Probation; Induction should be considered a deadline. Contact your chain of command with any questions. Combat Loadout Items are as follows:

- Plate Carrier\* (Coyote Tan, Multicam, OD if owned prior to Candidacy)
- Helmet/Hat\* (Coyote Tan, Multicam, OD if owned prior to Candidacy. Approved hats are 'Operator' or Baseball-style and boonie hats. Helmets must be U.S.-use FAST, MICH, PJ, Airframe, etc.)

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- Magazine Pouches\* (Coyote Tan, Multicam, OD if owned prior to Candidacy. Minimum total of 8 magazine capacity for primary AR-type weapons. Magazines must be secured in an appropriate pouch or pocket.)
- Magazines\* (Black or Coyote Tan mid-caps, must have at least 8 available for use in loadout. Additional mid- or high-capacity magazines at member's discretion.)
- Dump Pouch\* (Coyote Tan, Multicam, OD if owned prior to Candidacy)
- Holster\* (Coyote Tan, Black. Only required for members carrying a sidearm.)
  - Pistol Magazine Pouches\* (Coyote Tan, Multicam, OD if owned prior to Candidacy. Only required for members carrying a sidearm. Minimum capacity to carry all of the member's pistol magazines. Member must be capable of carrying the pistol safe and clear with all magazines secured.)
- Hydration Systems\* (Coyote Tan, Multicam, OD if owned prior to Candidacy. Members must have at least 2.0L of water on their person in at least one dedicated hydration system. Carrying two hydration systems is recommended.)
- Grenade Pouches (Coyote Tan, Multicam, OD if owned prior to Candidacy)
- Radio Pouch\* (Coyote Tan, Multicam, OD if owned prior to Candidacy)
- Admin Pouch\* (Coyote Tan, Multicam, OD if owned prior to Candidacy. Suitable for storing maps and literature, and adding patch fields as necessary. Integrated admin pouches are acceptable.)
- Radio, Programmed\* (Baofeng UV-5R, UV-82, or similar. See Communications Officer or chain of command for more information.)
- Remote Microphone/PTT\* (Any Kenwood 2-pin compatible throat mic and earpiece or headset which isolates received traffic from bystanders, and allows the member to transmit clearly while speaking at normal vocal volume.)
- Knee and Elbow Pads (Coyote Tan, Multicam, Black, OD if owned prior to Candidacy)
- Packs and Bags (U.S. Military-style, non-contrasting colors.)
- Pace Counter
- Lighter
- Multitool (Gerber®, Leatherman®, SOG®)
- Lights (Weapon light and night task/dead light.)
- Laser Targeting System
- Reflex, holographic, red dot optics

**WEAPON SYSTEM\*** is required by completion of probation, but should be acquired ASAP if not already owned by the end of Candidacy. Weapon Systems should be a standard factory color, or painted appropriately for operational conditions in flat, non-contrasting colors. AEG (electric) and HPA (high-pressure air) systems are authorized, at muzzle energy of 1.8J ( $\pm$  0.4J, adjusted for operational need). All non-explosive weapons must have a sighting system appropriate to the mission of the weapon. Weapon Systems are as follows:

- Standard Weapon Systems
  - M4/AR-15/CAR15 and other carbine-length variants.
  - SCAR H/L
  - HK416
  - G-36 (if compatible with M4/STANAG-profile magazines)

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- Support Weapon Systems approved for use by designated Automatic Riflemen. Automatic Riflemen must carry a Personal Defense Weapon (PDW), sidearm, or slung carbine.
  - M249 SAW
  - M60
  - Stoner
  - M27 IAR
  - Mk 46 Mod 1
- Designated Marksman Rifles approved for use by Designated Marksmen, but may be used as a Standard Weapon System as approved by the Squad Leader. Designated Marksmen must carry a PDW, sidearm, or slung carbine. Designated Marksmen must be able to accurately engage targets at 50 meters with their DMR.
  - M16/Mk 12/SR-25
  - AR-10/SIG716
  - M14 (EBR, SOCOM, Mk 14 EBR, M39 EMR, etc.)
  - SCAR-SSR
- Sidearms and PDWs are required for Designated Marksmen and Automatic Riflemen. Other members may choose to carry a sidearm or PDW. All members carrying a sidearm or PDW must be able to secure that weapon when it is not in use by means of a sling, holster, or similar retention device.
  - M9
  - HK USP
  - Glock (Full Size or Compact)
  - P226/P229/Mk 25/SP2022/P320
  - M&P 9/40/45
  - MP5-K/MP5-SD/MP7/MP9
  - UMP 45
  - M4 SBR variants
  - KRISS Vector
- Special Weapons are authorized for use by the Squad Leader. These include explosives and sniper weapon systems.
  - M203/320 40mm Grenade Launcher (shower or foam missile configuration.)
  - XM25 CDTE 25mm Airburst Launcher (shower or foam missile configuration.)
  - M72 LAW (foam missile)
  - AT-4 (foam missile)
  - SMAW (foam missile)
  - M3 MAAWS (foam missile)
  - Fragmentation Grenades – any handmade or modern variant as approved by the Squad Leader.
  - Flash Bang – any handmade or modern variant as approved by the Squad Leader.
  - Smoke Grenade – any handmade or cold-burn commercial variant as approved by the Squad Leader.
  - M40A3/A5/Rem R700 variants

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- Mk 13 Mod 5 AWM
  - Mk 21 Mod 0 PSR
  - M2010 ESR
  - M110 SASS
  - Mk 11 Mod 0/1/2 SWS
  - Mk 20 Mod 0 SSR
  - M82A1/A3 SASR
  - M107 SASR
  - Mk 15 Mod 0 LRSW
  - XM500
  - XM109
  - M110 CSASS
- Crew-Served Weapons are authorized based on operational need by the Platoon Leader. Members may purchase crew-served weapon systems, but do so with the understanding that the use of those weapons must be authorized by their chain of command.
- M240B
  - Mounted M60 variants
  - M134 Minigun
  - M2A1
  - Mk 19 Mod 3
  - Mk 47 Mod 0
  - M120/121/224/252/327 mortar systems (shower or foam missile configuration.)
- Ammunition\* should be 0.23g or heavier, and be as heavy as possible without unreasonably sacrificing range. Many fields require biodegradable ammunition. Contact a DDMS armorer or your chain of command with any questions.
- Batteries\* should be suitable to their respective weapon(s). Lithium-Polymer (LiPo) batteries with Dean's connectors are recommended. Contact a DDMS armorer or your chain of command with any questions.
- Orange Tips\* are required for storage of airsoft weapons (including sidearms) on the Embry-Riddle Aeronautical University – Prescott campus. They should be removable or concealable for use off-campus. DDMS does not require orange tips for airsoft weapons stored off-campus. Contact a DDMS armorer or your chain of command with any questions.

Each member is responsible for his or her own equipment, and may make adjustments to pouch locations, equipment storage methods, optics/weapon-mounted systems, and so on (within reason) at their discretion. It should be noted that glass or otherwise fragile components of some "real-steel" weapon-mounted equipment may be subjected to impact by BBs and other debris. Additionally, all equipment should be secured to avoid unnecessary jingling, rattling, flopping, or shifting during vigorous movement. Equipment should also be anti-reflective or painted in non-contrasting colors whenever possible. See your chain of command with any questions regarding this Approved Equipment policy.

## Comprehensive REQUIRED Equipment Checklist

	Uniform Top	
	Uniform Pants	
	Combat Boots	
	Web/Rigger's Belt	
	Forward-Flying US Flag	
	ANSI-Certified Eye Protection	
	Dead Rag	
	IFAK	
	Plate Carrier	
	Helmet/Hat	
	Magazine Pouches for at least 8 primary weapon magazines (M4/AR)	
	Magazines, at least 8 mid-cap	
	Dump Pouch	
	Holster (if using a sidearm)	
	Pistol Magazine Pouches for every pistol magazine	
	Hydration System(s)	
	Radio Pouch	
	Admin Pouch	
	Radio, Programmed (Baofeng UV-5R or similar)	
	Remote Microphone/PTT	
	Weapon System	
	Ammunition	
	Batteries	
	Orange Tip (if storing weapon on campus)	

## Comprehensive ISSUED Equipment Checklist

	DDMS Unit Patch	
	DDMS Branch Tape x2	
	DD-Number Flag Patch	
	DDMS Rank Patches x2	
	DDMS Team Shirt	