



NORDIC MILSIM

MILITARY SIMULATION

Rule Book MILSIM

English

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General rules

1: Nordic Milsim is not responsible for damage to persons and property for which the organizer has not directly accepted responsibility. Participants in events arranged by Nordic Milsim are responsible for their own actions and for protecting themselves throughout the event.

2: All Nordic Milsim events only allow BIO BB's.

3: Safety glasses must be of at least classification EN 167:1SA (high energy impact).
3:1 Mesh safety glasses are used at your own risk and players who use this type of eye protection take responsibility for their own safety.

4: Safety glasses must never be removed in the game area.

5: Nordic Milsim encourages players to use other protective equipment such as face, teeth, and hearing protection. This is not a requirement; however, this follows in accordance with point 1 (the player's own responsibility to protect himself).

6: It is forbidden to have a fireplace directly on the ground, use barrel/grill/grid.
6:1 It is not permitted to cut down trees or otherwise damage the land used.
(Possible firewood needs to be brought in advance).

7: At the safe zone (**IF Deployed**; See exception | *Minimum engagement 4:1: Flying chrono* |)

7:1 No magazines may be placed in any weapon, this applies to all weapons.

7:2 No BB's may be in the chamber of the weapon.

7:3 No weapons may be dry fired.

7:4 Exceptions to these rules apply at the chronograph station, however only after approval by the organizer, or at a specifically specified area and direction.

8: Players always need to have a hit marker/hit cloth with them.

8:1 Minimum approved size is 30x30cm.

8:2 Approved colors: Orange, fluorescent.

9: 18-year-old age limit applies at all Nordic Milsim events.

10: Players may only use Airsoft weapons (soft air guns), other types of air weapons, starting pistols, etc. As possibly re-converted or similar. are not allowed.

11: It is only permitted to fight/shoot within the game area. The red dotted road between the fronts may be used for transport. Outside the orange cone, you may not fight from a vehicle.

12: Keep all weapons & the like hidden outside the game area.

13: All littering is prohibited and must be taken with you or collected in provided garbage bags in your own base camp.

14: The organizer does not provide toilets. It is allowed to relieve oneself in the forest but must be hidden & covered.

15: Swedish law applies.

In case of rule violation

1: Rule violations are defined in different severity depending on the nature of the offense in relation to safety, negligence, destruction, and negative impact on other players' experience of the event.

2: The organizer has the full right to issue warnings in his own discretion.

3: The organizer has the full right, together with another organizer, in a weighted assessment, eject a player from the event without compensation.

4: The organizer has the full right, together with another organizer, in a weighted assessment, suspend a player from future events organized by Nordic Milsim.

1:1: Examples of rule violations where warnings are issued (NOTE. The examples given below do not cover all violations and should not be seen as a direct penalty. The organizer has the right to adopt a more powerful penalty depending on the nature, context and intent of the rule violation).

1. Inadequate hit-calling.
2. Demeaning terms about other participants.

1:2: Examples of rule violations that can lead to rejection:

3. Lack of security procedures around one's airsoft weapon.
4. Destruction of game props.
5. Destruction of game experience for other participants.
6. Consumption of alcohol under prohibited time indications.

5: All destruction of land & property and violation of the law are reported to the police.

Behavior

1: We encourage everyone to exercise good behavior, in the end, all participants have a common goal of joy. Should someone against all presumption pay attention to bad behavior of another participant, contact an organizer. Nordic Milsim do not, in any way, wants to see participants in arguments or conflicts with each other, and both parties are counted equally responsible if this occurs, regardless of who started.

1:2: Examples of unacceptable behavior:

- Demeaning terms about other participants
- Remark about poor hit-calling against other players- This is conveyed to the organizer.
- General fuss and fights with other players

2: Players must not act in any way that plays on the good faith of opponents.

2:2 Examples of actions

- Appear as an eliminated player to gain a tactical advantage.

3: Nordic Milsim expects all participants during the event to adopt good sportsmanship and good tone equally to all other participants of the event.

4: In the event of contact with individuals who are not participants of the event (Government personnel or civilians) then act in this way:

1. In contact with government personnel, follow the orders or instructions that they give.
2. Lay down your weapon.
3. Ensure the safety of everyone on site.
4. Inform about what is going on in relation to the specified event.
5. Contact organizer.

Command & MOS

Medic

1: All players are regarded as medics in the sense that they can heal all other fellow players. Special rules for dedicated medics are also listed. Read health care rules.

Field Engineer

- 1: In each platoon, 5 players can be designated as field engineers. These are appointed by the platoon commander.
- 2: Field engineers are the only players who can defuse vehicle mines and assist as a resource in given missions.
- 2: Field engineers are the only players who can repair eliminated vehicles on the game field (apart from respawn).

Commander & Staff

- 1: The commander leads the faction as the supreme commander, in contact with the organizer.
- 2: The commander is responsible for knowing the combat value and capabilities of each platoon.
- 3: The commander is responsible for, based on his best ability and intent, making the best decisions on behalf of his faction. This is in terms of primarily the game experience for the participants under their command and secondary to prevail during the event. This should not necessarily be seen as conflicting.
- 4: Commanders have the right to appoint other staff of a maximum of 4 persons.

Platoon Leader

- 1: The platoon leader leads his platoon in contact with the commander as the supreme commander.
- 2: The platoon leader is responsible for knowing his platoon's combat value and capabilities.
- 3: The platoon leader is responsible for, based on his best ability and intent, making the best decisions on behalf of his platoon. This is in terms of primarily the game experience for the participants under their command and secondary to prevail during the event. This should not necessarily be seen as conflicting.
- 4: The platoon leader is obliged to maintain contact with the commander and respond to the orders given by him.

Squad Leader

- 1: The squad leader leads his group in contact with the platoon commander as the closest officer.

2: The squad leader is responsible for knowing his group's combat value and capabilities.

3: The squad leader is responsible for, based on his or her best ability and intent, making the best decisions on behalf of his group. This is in terms of primarily the game experience for the participants under their command and secondary to prevail during the event. This should not necessarily be seen as conflicting.

4: The squad leader is obliged to maintain contact with the platoon leader and respond to the orders given by him.

Chain of Command

1: Each player is required to follow the orders assigned by a senior officer.

1:1: Exceptions apply to the following situations:

1. Orders are contrary to regulations and Swedish law.
2. Orders are contrary to what the organizer specified (instructions from an organizer trumps orders by players).
3. Orders do not stand in accordance with the capabilities or combat value of the group.

2: Each player has the right to ask for a different order as well as to go Off-game for recovery whenever they wish.

3: Players do not have the right to carry out a mutiny.

3:1: If there is a bad relationship with senior officers, contact the organizer.

4: Commanders themselves have the right to distribute their work via a staff of no more than 4 persons.

5: All other order giving players have the right to further distribute their chain of command within their platoon and group.

6: Chain of command goes as follows:

-1st Commander

-2nd Deputy Commander (if appointed by Commander)

-3rd Platoon leader: (takes orders from Commander or deputy commander)

- 4th Squad leader: (takes orders from platoon commander or senior officer)

- 5th: Soldier: (takes orders from group commander or senior officer)

Hit-Calling

1: Everything that is attached to your body is hit surface

1:1: Hit surface example

-Bonnie- Cap screen

- GoPro (or other camera)

-Backpack

-Weapons (not valid for vehicle-mounted weapons)

-Etc.

2: In case of uncertainty if you have been hit, you are counted as hit.

3: Friendly fire counts!

4: Ricochets

4:1: If you are indisputably sure that a BB hit something else before you, it does not count as a hit except for the following exceptions:

1. If the BB hit a teammate first.
2. If the BB hit smaller vegetation first. (If the BB hits a tree, it doesn't count, if you get hit through a bush or grass, it counts).
3. If the BB comes from a grenade or something else that is supposed to simulate an explosion.
4. If you are somehow unsure.

3: On hit

3:1: Shout loud and clear "Hit!".

3:2: Stretch your arm up over your head and wave.

3:3: Put on your hit marker/hit cloth.

3:4: Avoid interfering with a possibly ongoing fire fight. Ex. Sit down/lie down.

4: As a protrusion, you must not communicate in any way (speech, radio, hand signals, etc.) other than calling for a "medic"

5: Bleedout

5:1 Optional but maximum 7 minutes.

5:1:1: Ex. You can choose to go to respawn directly but get a maximum time to remain on sight of 7 minutes.

5:2 Bleed out is counted as completed if a medical process has not started within 7 minutes, after which you must return to a respawn site.

5:3 If you have moved away from your eliminated position, it is counted as you have chosen to end your bleeding period.

5:3:1 Exceptions apply if another player moved you or if you moved to not interfere with an ongoing fire fight (the last may not be used to gain a tactical advantage of your own).

Heal & Medic

Heal

1: All players can heal all other fellow players, but not themselves. 1 time. per player & re-spawn.

2: Heal of another player is done by wrapping the hit player's white medical bandage around the arm or leg.

3: The entire medical bandage must be rewound and finally tied without any part of the bandage sticking out more than 10cm from the knot. **Minimum size: 400x6cm.** This is to balance the healing time.

4: "Wounded" player and healing player can be hit during the medical treatment process - this is then counted as a regular hit.

5: Injured player may speak freely again once the healing process has started, this is counted from the healing player taking an active action to heal, standing next to an "wounded" player does not count as an active action.

6: Fellow players may "pull" an "wounded" player up to 5m using the wounded player's own strength (laying hands), At a distance of more than 5m the wounded player may not help.

7: Each player can only be healed once per respawn, with white medical bandage. I.E. A player who has been hit and then healed does not have the opportunity to a normal heal but must return to respawn or wait for a dedicated medic. After respawn, you again have the opportunity to 1 normal heal.

8: A healing player may not use weapons during the healing process. I.E. A healing player may interrupt their healing phase and use weapons, but the injured player cannot participate in combat until the healing process is completed.

9: Medical gauzes can be brought by players themselves and are available for sale by the organizer.

Medics

1: Each faction can only have two dedicated medics.

2: Medics must have a patch that shows the player is a Medic. This is provided by the organizer.

3: Medics are covered by all other rules but have exceptions in rules around heal in the following points;

3:1 Medic can heal players who already have a white medical gauze. This with a pink healthcare bandage/gauze. A player hit and healed with a white medical bandage can be hit again and get another heal with a pink medical bandage (by a dedicated medic).

3:2 Medics can heal themselves. This with a Pink healthcare bandage.

4: Only medical personnel may carry and use pink medical bands.

5: Medics may only carry five pink medic bandages in their equipment at a time. Lost pads can be replaced in base camp, but only five may be used per medic.

Re-spawn

1 Respawn can be carried out at different locations on the game area.

1:1 Base Camp.

1:2 Conquered domination point.

2 Respawn time is; Base camp: Every 15 minutes. Conquered Dominion Point: Every 10 minutes.

2:1 Respawn happens based on time, every 15 minutes aims to respawn every time the clock strikes XX:00, XX:15, XX:30, XX:45. All players who

are at their own respawn location can thus return to play when the clock shows the specified time, regardless of how long they have been there.

2:2 Not fully eliminated players (i.e. players who received a heal) can choose to re-spawn in order to get the opportunity for a new heal. i.e. remove medical bandage.

3: Domination point is only counted as conquered when your faction's flag is visible in the app in "Main". It is only allowed to re-spawn if the domination point is completely conquered ie. your faction's flag is visible in the "App". Remember that a domination point can take several hours before it is conquered. You can see how long it takes in "Main".

Shooting

1 Players must keep an eye on what they are shooting at, clearances behind corners or protection are not allowed.

2 Players must not shoot OUT through an opening smaller than 30x20cm (size of A4 sheets of paper).

2:1 It is allowed to shoot IN into an opening that is less than 30x20cm this counts from a distance of 10m.

3: "Bangrule"

3:1 In the event of an "unfair" superiority situation at a distance closer than 3m and within the weapon's safety distance (CQB), the player in the overhand situation can apply "Bang rule". Where instead of firing his weapon, the player shouts/says "Pang Pang" or "Bang Bang" so as not to cause the receiving player unnecessary pain.

3:2 "Bangrule" is **not a rule** in itself, but it is **up to the receiving player** if they want to take a hit on pang/bang.

4: CQB

4:1 Only weapons classified in CQB1 and CQB 2 may be used indoors in contact with other players in the same building or at ground level up to 2.3m

4:2 Weapons with higher impact energy than CQB1 and CQB2 may be used by players in a building if:

- The user is at 2.3m or above from ground level.
- The target is outside the building that the user is in.
- The minimum engagement distance is followed.

4:3 It is not allowed to barricade buildings or move furniture indoors.

4:4 It is not allowed to use smoke developers/smoke grenades indoors or be thrown into buildings.

Minimum Engagement / Safety Distance

1: Nordic Milsim uses the 2020 table to calculate the minimum engagement and weapon classes.

See the table here: 2020tabellen.se/nordicmilsim/

2: Chrono takes place at the specified location and is carried out with 0.32g BB's provided by the organizer. Chroning is measured in joules. Exceptions apply to Flying Chrono | *Safety Distance 4:1: Flying Chroning* | .

3: After completed chrono, it is forbidden to adjust the weapon with regard to parts etc. that affect the impact energy. If you want to adjust your weapon after completed chrono, it must be choned again. Exceptions apply to flying crooning | *Safety Distance 4:1: Flying Chroning* | .

4: Only weapons that have undergone an approved chrono are allowed to play with.

4:1: Exceptions apply if the organizer applies "flying chrono". This means that the weapon will not be checked by the organizer before the game. Chrono can still be done by the organizer throughout the event, at all locations and at all times. All players then need to be able to state their safety distance and apply correct measurement values.

Rules regarding weapons

Appearance & Attributes

1: In addition to the specific weapon requirements specified per class below, all weapons must follow each faction's specific restrictions regarding weapon models.

See fractions:

NATO - [Click here](#)

RUSFOR - [Click here](#)

Assault rifle

1: This weapon class can be performed in classes CQB1, CQB2, Assault- See specific minimum engagement distance.

2: Weapons with an external air source must have a locked regulator to prevent adjustments in the field.

3: Weapons of this class may only be used as semi-automatic (semi). Semi-automatic is defined as 1 BB per trigger pull (binary triggers are not allowed).

3:1 Exceptions apply to weapons classified in CQB1 that are allowed to shoot fully automatic.

3:2 Exceptions apply to Gas Blow Back weapons that are allowed to fire fully automatic up to the minimum engagement for Assault. This only applies to GBB weapons that are not HPA converted and have a maximum magazine capacity of 50 BB's.

3:3 Max RPS allowed (bullets per second): 22.

4: Maximum magazine capacity is 150 BB's per magazine (midcap/lowcap/realcap)

5: Equipment restrictions to the weapon class

5:1 Players with this weapon system are NOT allowed to use the ghillie suit.

5:2 Players in this class are NOT allowed to wear Ghillie jacket/hood.

5:3 Players in this class MAY wear a leaf jacket (but not pants).

Machine gun

1: This weapon class can be performed in the Support class.

2: Weapons with an external air source must have a locked regulator to prevent adjustments in the field.

3: Weapons of this class may be used as semi-automatic (semi) and fully automatic (auto).

4: Max RPS allowed (bullets per second): 22.

5: Magazine capacity is a maximum of 3000 BB's per magazine.

6: Restrictions on appearance and traits:

6:1: Have a minimum weight of 3.4kg (without magazine)

6:2: Have a real equivalent in the trait as a machine gun

7: Equipment restrictions to the weapon class

7:1 Players with this weapon system are NOT allowed to use the ghillie suit.

7:2 Players in this class are NOT allowed to wear Ghillie jacket/hood.

7:3 Players in this class MAY wear a leaf jacket (but not pants).

DMR / Designated Marksman Rifle

1: This class of weapons can be performed in the class DMR.

2: Weapons with an external air source must have a locked regulator to prevent adjustments in the field.

3: Weapons of this class may only be used as semi-automatic (semi). Semi-automatic is defined as 1 BB per trigger pull (binary triggers are not allowed).

4: Maximum magazine capacity is a maximum of 100 BB's per magazine (midcap/lowcap/realcap)

5: Restrictions on appearance and traits:

5:1: Have an optic with magnification of at least 3x.

5:2: Have a real equivalent in the trait as a DMR.

5:3: Locked fire mode (mechanical/electrical) to only be able to shoot semi-automatic.

6: Equipment restrictions to the weapon class

6:1 Players with this weapon system are NOT allowed to use the ghillie suit.

6:2 Players in this class MAY wear Ghillie jacket/hood (but not pants).

6:3 Players in this class MAY wear a leaf jacket (but not pants).

Sniper Rifles

- 1: This weapon class can be performed in the class Sniper1 as well as Sniper2.
- 2: Weapons with an external air source must have a locked regulator to prevent adjustments in the field.
- 3: Weapons of this class may only be used as repeaters. Repeaters are defined as one manual bolt action per BB fired.
- 4: Maximum magazine capacity is 30 BB's per magazine (lowcap/realcap)
- 5: Restrictions on appearance and traits:
 - 5:1: Have an optic with magnification of at least 3x.
 - 5:2: Have a real equivalent in the trait as a sniper rifle.
 - 5:3 Be designed as a repeater that requires manual bolt action movement per BB shot.
- 6: Equipment restrictions to the weapon class
 - 6:1 Players with this weapon system MAY use the ghillie suit.
 - 6:2 Players in this class MAY wear Ghillie jacket/hood.
 - 6:3 Players in this class MAY wear a leaf jacket and pants.

Pistol / Submachine Gun

- 1: This weapon class can be performed in the class CQB1, CQB2 and Assault.
- 2: Weapons with an external air source must have a locked regulator to prevent adjustments in the field.
- 3: Weapons of this class may only be used as semi-automatic (semi). Semi-automatic is defined as 1 BB per trigger pull (binary triggers are not allowed).
 - 3:1 Exceptions apply to weapons classified in CQB1 that are allowed to shoot fully automatically
 - 3:2 Exceptions apply to Gas Blow Back weapons that are allowed to fire fully automatically up to a minimum engagement of Assault. This only applies to GBB weapons that are not HPA converted and have a maximum magazine capacity of 50 BB's.
 - 3:3: Max RPS allowed (bullets per second): 22.
- 4: Maximum magazine capacity is 100 BB's per magazine (midcap/lowcap/realcap)

5: Equipment restrictions to the weapon class (primary weapon systems apply before)

5:1 Players with this weapon system are NOT allowed to use the ghillie suit.

5:2 Players in this class are NOT allowed to wear Ghillie jacket/hood.

5:3 Players in this class MAY wear a leaf jacket (but not trousers).

6: NOTE: SMG's need to have a real equivalent in the trait as a SMG to be used with a shield.

Other Support Weapons

1: Shotguns are allowed to fire multi-shot/burst up to 12 BB's. Maximum allowable impact energy 1.2J (CQB2), maximum allowable magazine capacity: 30 BB's.

2: Weapons with an external air source must have a locked regulator to prevent adjustments in the field.

3: Grenade launchers may use rounds/grenades with airsoft BB's or pyrotechnic type of the brand TAG-IN.

3:1, Airsoft BB's: Safety distance 10m. Note. Ricochets from these counts as hits. When firing, shout grenade/grenade to notify players that this applies.

3:2 TAG-IN: Safety distance 20m. May not be fired directly at anyone. Hits counts as a regular grenade.

4: Other weapon systems such as grenade launchers are provided by the organizer.

Ammunition

1: Only BIO BB's are allowed.

2: Only Airsoft BB's without metal, ceramics are allowed.

3: Players are allowed to have as many BB's as they wish with them in the field as well as reload everywhere, at all times.

Magazine

1: All players are allowed to bring as many magazines as they wish.

2: Maximum allowable magazine capacity:

2:1: Assault rifle: 150 BB's (Mid-,low-,realcap)

- 2:2: Machine gun: 3000 BB's
- 2:3: DMR: 100 BB's (Mid-,low-,realcap)
- 2:4: Sniper weapon: 30 BB's
- 2:5: Pistol/Submachine gun: 100 BB's (Mid-,low-,realcap)
- 2:6: Shotgun: 30 BB's
- 2:7: Maximum allowable magazine capacity for GBB weapons that use full automatic in CBQ2 and Assault : 50 BB's

Grenades

- 1: The player who throws the grenade is responsible for ensuring that it lands in a safe place and manner.
- 2: The player who throws the grenade is responsible for ensuring that no accident occurs afterwards such as a fire, and cleans up any remains.
- 3: Grenades thrown should be advertised before, shouting "grenade" or "granat" before the grenade leaves the hand.
- 4: Ricochets from grenades firing BB's counts as hits.
- 5: Grenades emitting sound kill everything within a 5m radius alt. All within one room. Only hard covers protect against a grenade.

5:1: Examples of hard protections:

- 1. Tree
- 2. Stone
- 3. Wall
- 4. Door

5:2: Examples of soft protection:

- 5. Wodden pallet
- 6. Furniture
- 7. Bush
- 8. Dirt embankment

Note 6: Grenades with any form of flame/ignition are prohibited from being used unless the organizer specified an area where it is allowed.

7: Only commercial grenades for airsoft use are allowed and must comply with other restrictions.

8: Grenades emitting sound must not exceed 120 dB.

Mines

1: Anti-personell mines

1:1: Anti-personnel mines may only be made with commercial airsoft mines, personal alarms or grenades that do not emit sounds stronger than 120dB.

1:2 Anti-personnel mines eliminate everything within a 5m radius (no protection protects)

2: Vehicle mines

2:1: Vehicle mines are visibly placed on a road.

2:2: Only engineers can defuse mines by 3 min laying on of hands.

2:3: Vehicle mines can be booby traped with anti-personnel mines.

2:4: Vehicle mines are provided by organizer.

Knife/latex weapon

1: Knife or other sharp objects are allowed to carry in the players equipment.

2: Sharp knives or other sharp objects must under no circumstances be used, threatened to be used or pointed at fellow or opposing players.

3: Latex & plastic knives as well as other "boffer weapons" are prohibited.

Shields

1: Not allowed.

Laser

1: Not allowed.

Helmets & Plate Carriers

1: Helmets, plate carriers and other tactical protections that are not a shield do not provide any protective effect against BB's and other firepower on the field of play.

Uniforms

1: All players must follow their fraction's uniform rules regarding camouflage. See fractions.

NATO - [Click here](#)

RUSFOR - [Click here](#)

2: Camouflage rules apply to visible garments for the lower body, upper body and headgear.

3: Camouflage rules do NOT apply to vests and other tactical equipment.

3:1: Exception applies to helmet covers where this must follow the camouflage rules for given faction or alternatively be removed.

4: Extended camouflage system restrictions (per weapon class, primary systems count first):

4:1: **SEE IMAGE**

4:2: Extended camouflage system must comply with uniform rules regarding camouflage if specified. I.E. A player on the NATO side cannot use a Viperhood in EMR/Digiflora, a player on the RUSFOR side cannot use a Viperhood in M90.

4:3: Both sides may use leaf jackets/viperhoods in MultiCam & Hunting camo (e.g. real tree/leaf)



WEAPON SYSTEM	VIPERHOOD	LEAF JACKET	LEAF PANTS	GHILLIE PANTS	GHILLIE TOP	KMCS
SMG	YES (leaf only)	YES (leaf only)	NO	NO	NO	NO
ASSAULT RIFLE	YES (leaf only)	YES (leaf only)	NO	NO	NO	NO
MACHINE GUN	YES (leaf only)	YES (leaf only)	NO	NO	NO	NO
DMR	YES (With added materials)	YES (With added materials)	YES (With added materials)	NO	NO	NO
SNIPER RIFLE	YES (With added materials)	YES (With added materials)	YES (With added materials)	YES (With added materials)	YES (With added materials)	YES (With added materials)

Vehicle

1: As a rule, game vehicles may be brought but must be notified to the organizer before the event.

2: Vehicles must be dedicated "Milsim vehicles" and must be military green or similar.

3: Maximum permitted speed in the game area is 30 km/h.

4: Vehicles may only be driven on red-dotted roads (marked on the map). No combat is allowed outside the vehicle zone (marked with orange cone).

5: Speed must adapt well to given situation and surface/terrain.

6: The driver is responsible for everyone inside the vehicle and in a 5m radius around it.

7: All players must respect safety orders from the driver, regardless of team affiliation. (e.g. "back up" etc.).

8: Opposing players must not be closer than 5m from a moving vehicle.

9: All windows needs to be rolled fully up or fully down when the vehicle is active in the game.

10: Vehicles with hazard lights on are considered off-game and may not be fired upon

11: Vehicles are eliminated by clear marking with an RPG/Mine that has some kind of pyro effect.

11:1 If vehicle is eliminated by an RPG/Mine, everyone in the vehicle is considered hit but can be healed.

12: Vehicles can also be eliminated by a powerful burst of BB's from several shooters. A single BB does not count. In other words, if there is a lot of chatter on the vehicle windows, huv etc.

12: 1 If the vehicle is attacked with BB burst, it is the driver and the vehicle that are hit, the rest can continue the battle.

13: When eliminating vehicles, all players EXCEPT the driver have a 30 second chance to get out. If not able to, these are also counted as eliminated with no chance of heal (after 30 sec).

The driver is always counted as eliminated together with the vehicle, when we repair the driver is also automatically healed.

14: Eliminated vehicle has 15 min voluntary bleedout.

15: All vehicles have a 2h respawn time. This is calculated from the vehicles being parked at the specified respawn location.

Drones

1: Certification as a drone pilot is a legal requirement for flying drones in Sweden.

2: The operator of the drone is obliged to comply with the Civil Aviation Administration's regulations on flying at the relevant time and place.

3: Drones act as reconnaissance agents.

4: It is strictly forbidden to shoot on and/or at a drone, this applies regardless of whether it is in the air or not. See the drone as a UAV 5000m up in the air.

5: Drones can only be eliminated by eliminating the operator.

6: Drones may not be used by eliminated players for in-game purposes. You can thus continue to fly/film/return the drone but may not use or give other players the information that the drone gives you in the eliminated state.

Radio & Communication

1: Radio channels are assigned by the organizer to each event.

2: It is forbidden to listen to a radio channel assigned to a faction other than one's own.

3: It is permitted to use radio channels other than those assigned.

3:1: Does not apply if:

- The radio channel has been assigned to another faction.
- The radio channel is not license-free and open to use by the public.

3:2: The organizer will not adapt its communication channel with players via radio. If the player has chosen a channel other than the one assigned, he will not be able to take part in information, missions, etc. directly via the organizer.

4: Organizer uses radio for internal communication within the factions as well as assigning information & missions.

5: Radio is optional for each player to use.

6: Participants who choose not to use the radio are aware that they will not be able to take part in essential information and gameplay that is meant to positively influence their experience of the event.

Game Props

1: All forms of game props must be treated and handled with respect as well not being destroyed.

2: Players may not manipulate, tamper or move game props without permission from the organizer.

Artillery

1: Artillery can delay enemy capture of Dominance Point. The Dominance Point will be blocked by artillery for a certain period of time. If a Dominance Point is blocked by artillery, the buttons are locked on the physical box and the Dominance Point will become neutral.

2: Each piece has 6 shots. 3 shots are enough to hit. On the piece there is a shot counter that emits a code after 3 shots. Enter the code under "Mission code". You now get to choose targets to be fought.

3: Artillery can be knocked out by hanging an "orange hit cloth" on the piece. Pieces may not be moved.

4: Artillerymen must be appointed before the start and have read the manual (Video) about the play. Manual is also available in base camp.

Fortifications

On the game field there are built fortifications.

1: Built fortifications can be knocked out by;

1:1 Shoot & hit all players in the fortification.

1:2 By hand grenade: The hand grenade must then be thrown and bounce on the fortification/bunker and emit a bang.

2: Built fortifications count as props and are subject to these rules.

3: Improvised fortifications get but only dead material from the fallout. Improvised fortifications do not count as props or buildings. These go under the same rules as under the heading protection.

Prisoners & Hostages

1: Only players with an assigned "High Value Target" card (HVT card) can be captured.

2: Players assigned an HVT card must state when asked that they can be captured.

3: Players assigned an HVT card can always deny physical capture but are then seen as captured with their entire role in the capture performed and completed.

4: Players with HVT cards can choose to be searched & interrogated physically with the chance to keep material and information secret. Alternatively, deny but are then forced to give over all important material and information.

5: Interrogation shall be carried out without physical intervention and the interrogated player may always, at all times, in all ways, choose to end the interrogation.

6: Players without an HVT card cannot and should not be taken prisoner or hostage. This is a serious rule violation.

Sleeping In-Game

- 1: Nordic Milsim provides areas to set up tents in each faction's base camp.
- 2: Base Camp is always In-Game from the start of the game to the end.
- 3: Attacks on base camps must only be carried out if there is a base plate left.
- 4: It is forbidden to enter the inside of a tent or similar that does not belong to oneself without the approval of the owner.
- 5: Participants are responsible for preventing theft of their own property.
- 6: It is forbidden to shoot into or inside a tent or the like that is not marked with an In-game sign.
- 7: Players can knock out other players who are in a tent by knocking on the tent and shouting "eliminated/Utslaget".
- 8: It is allowed to sleep outside the base camp, build observation post/backpack hideout. This does not count as a respawn location.
- 9: It is not allowed to shoot at a sleeping player.

Nightrules

- 1: Night rules come into effect automatically when it gets dark.
- 2: To participate during night games, a flashlight is required (Carried in the equipment for safety reasons, no requirement to use without need).
- 3: To participate during night games, players must not act alone. At least two players together. (For safety reasons should something happen).
- 4: During nighttime rules, only weapons in the CQB1, CQB2 and Assault classes may be used and only used in semi-automatic mode.
 - 4:1: Exceptions apply to machine guns mounted on a vehicle with the requirements:
 - The machine gun must have a mounted searchlight.
 - The machine gun only fires bursts of max 3 seconds. Cease fire must last at least as long as the previous fire.

5: Night aids such as image intensifiers, NVG's and thermal cameras/optics are permitted.

6: Infrared laser is not allowed.

7: To mark a hit, a red flashing light is used, alternatively, put a hit-making cloth on your own white light.

Alcohol & Drugs

1: Alcohol must not be consumed from the same day the game starts to the end time of the game.

2: All forms of illegal drugs are prohibited by Swedish law. Police will be contacted in case of suspicion.