



NORDIC MILSIM

MILITARY SIMULATION

Rule Book MILSIM

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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* |)

- No magazines may be placed in any weapon, this applies to all weapons.
- No BB's may be in the chamber of the weapon.
- No weapons may be dry fired.
- 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.

- Minimum approved size is 30x30cm.
- Approved colors: Orange, fluorescent.

9: Minimum age requirement: 18 years.

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.

We do allow sim-fire weapons (propane) but these must be pre-approved by organizers.

11: It is only permitted to fight/shoot within the operations area. Red line on game maps shows the operations area.

12: Keep all weapons & the like hidden outside the operations 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

Rule violations at the event are categorized by severity based on their impact on safety, negligence, property destruction, and the overall experience of other players. The organizer has the discretion to issue warnings or, in conjunction with another organizer, expel a player from the event without compensation and potentially ban them from future events. Examples of violations that may result in warnings include inadequate hit-calling and using demeaning terms, while more serious offenses like poor weapon safety, destruction of game props, or consuming alcohol at prohibited times may lead to expulsion. Any damage to property or illegal activities will be reported to law enforcement.

Behavior & Spirit of the game

For this type of game, there are no real distinguished winners and there are no prizes for the faction that performs that best (you are welcome to brag). This is a collective effort by all players for a realistic experience. It is ok to be competitive and to want to win engagements, but this should be done through tactical knowledge and performance, not by trying to game the system. It is more enjoyable for all parties, if you hold yourself accountable on all aspects of the rules. If players are paying real money for pyro and real money to attend the event, we want to ensure they feel that it was money well spent. We also want to ensure that players on the NATO or RUSFOR faction, receive the experience that goes with playing on a specific faction.

The spirit of the game can be defined as the collective experience the event is trying to provide and the experience that the player base expects to receive.

Examples of how you should contribute to the spirit of the game:

- Not being lazy and participating in operations/movements
- Dressing according to the faction you have elected to play and using uniforms and weapons that are representative of their real-world depiction
- Following medic rules
- Calling hits even when you are unsure
- Telling your teammate they got hit, if they did not realize it (or pretended not to)
- Following orders given to you by leaders on your faction

Examples of how you should NOT contribute to the spirit of the game:

- Refusing to participate in night watch or having others make up for your lack of participation
- Complaining that you were shot in your sleep because your platoon decided not to establish night watch rotations
- Skirting the lines of what is or is not allowed according to uniform and gear rules
- Abusing medic rules or out of play rules to confuse other players or try to gain an advantage
- Not calling a hit from a grenade because you think you might have been barely out of its area of affect
- Trying to sneak in your own BBs
- Not listening to orders, trying to be a lone wolf or main character

Check in Process

1: Before the game can begin, all players are required to complete the check in process

2: The check in process includes eyepro check, chrono of all replicas, bandage issue, armor check, gear layout, initial ammo issuing, medical card check, and verification that you have purchased a ticket for the event

3: Players that have registered for the event will have a check in sheet emailed to them. Please print this out and bring it with you.

4: A medical card is any piece of paper that includes: first and last name, date of birth, emergency contact name, emergency contact phone number, emergency contact relationship to you, any medical conditions you have, current medications you take, allergies, allergies, and your blood type if you know it.

Example of a medical card

Last Name, First Name: Smith, John

DOB: January 1, 2006

Emergency Contact Name: Jane Smith

Emergency Contact Phone: 212-555-1234 **Relationship:** Mother

Medical Diagnosis: SCN2A-related disorder.

John Smith has a mutation or "misspelling" in the SCN2A gene. This is a rare genetic condition. John has epilepsy; his seizures cannot be controlled with medication. He is non-verbal.

Current Medications:

Valproic Acid (Depakote) 250 mg

Gear list

On your person:

- Uniform – correct camouflage according to your faction**
 - Top**
 - Bottom**
 - Undershirt
 - Underwear
 - Hat
 - Belt
 - Boots**
 - Socks**
- Picture ID
- Orders for the event
- Medical card
 - Name, allergies, major medical conditions, current medications, emergency contact information
- Note pad and pen
- Wristwatch or phone
- Load Bearing Equipment (Plate carrier, chest rig, belt rig, etc.)
 - Magazine pouches
 - Grenade pouches
 - Admin pouches
 - Utility pouches
 - GPS or compass
 - Bandage(s) for revive rules**
 - Radio (Required for leadership roles)
 - 2L of water (on your person or in assault pack)
 - Flashlight or head lamp with red lens/light mode**
 - Chemlights
- Primary replica**
 - Magazines
 - Batteries/gas
 - Speed loader
 - Sling
- Secondary replica (Required if you do not have 0M engagement)
 - Holster
 - Magazines
 - Gas
- Helmet (STRONGLY RECOMMENDED FOR SAFETY)
- Gloves
- Mouth guard/protection
- Hearing protection
- Eye protection (MUST BE WORN AT ALL TIMES)**

Assault Pack:

- Uniform – correct camouflage according to your faction
- Paracord/550 cord
- Food
- Spare batteries for equipment
- NVG
- Cold/Wet Weather gear
- Spare socks
- Spare shirt
- Tape

Main Rucksack:

- Sleeping system**
 - Sleeping bag**
 - Sleeping pad
 - Bivy shelter or wet weather bag
- Poncho
- Enough food and water for the event**
- Cold/wet weather uniform**
- Spare uniform
- 3 pairs of socks**
- Extra underwear and undershirts
- Stove
- Utensils
- Hygiene kit
 - Face cloth
 - Toothbrush and tooth paste
 - Deodorant
 - Medications if needed
 - Wet wipes
- Entrenching tool
- Two large contractor trash bags**

*Items in **RED** are what players are required to have in order to participate in the event. These items will be checked and if they are absent, players will be denied entry until they are acquired.*

Tents are explicitly not allowed unless otherwise stated. Bases will likely be relocated during events.

Command & MOS

Squad Medic

1: In each squad, 1 player can be designated as a squad medic. These are appointed in discretion with the squad leader.

Read more in Revive rules

Platoon medic

1: In each platoon, 1 player can be designated as a platoon medic. These are appointed by the platoon commander.

Read more in Revive rules

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 their 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 with the guidance of the platoon sergeant.

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

3: The platoon leader is responsible for making decisions, to the best their ability, based on the capabilities of the platoon.

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

Platoon Sergeant

1: The platoon sergeant provides guidance and mentorship to the platoon leader

2: The platoon sergeant is event staff/cadre and appointed by the organizer

3: The platoon sergeant is mentoring each player within their platoon and has the responsibility to ensure game quality

Squad Leader

1: The squad leader leads his group in coordination with the platoon leader 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 making decisions, to the best of their ability, based on the capabilities of their squad.

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

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:

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

2: 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.

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

4: Chain of command goes as follows:

-1st Commander

-2nd Deputy Commander (if appointed by Commander)

-3rd Platoon sergeant (NOTE: This is an organizer/cadre and can trump Platoon leader)

-4th Platoon leader: (takes orders from Commander or deputy commander)

- 5th Squad leader: (takes orders from platoon commander or senior officer)

- 6th Soldier: (takes orders from group commander or senior officer)

Hit-Calling

Hits

- If a BB hits any part of your body or gear you are hit. Gun hits do not count.
- Blind fire is not allowed
- Friendly fire counts
- If two players shoot each other at the same time, both are hit.

Calling Hits

- Do not ever call your enemy's hit or argue about hits
- If you are hit, fall to the ground and act as if you have been shot for real. You can be as dramatic as you like. The point of this is to let both your teammates and your enemies know that you have been hit. If you stand and raise your hand like you are at a normal airsoft game, do not get upset if you get shot until you lay down
- Death rags are not required to be used when hit, but are recommended
- Do not reload or test fire while waiting to be revived

Being hit for the first time (Buddy Aid)

1: If you are hit for the first time, you are "wounded". Any friendly player may heal you by tying a Bandage to either of your arms. They may use one of your Bandages or their own Bandage

2: Do not hand your Bandage to your teammate. You must tell your teammate where to find your Bandage on your person

3: The entire Bandage must be wrapped around the players arm

4: The player being healed does not need to wait for the Bandage to be completely wrapped prior to speaking freely. Once the Bandage makes contact with their arm, they can speak freely

5: If you receive a Bandage within 5 minutes, you are still considered "wounded" but may continue fighting normally.

6: If you do not receive aid within 5 minutes, you are considered bleed out and must either be revived by a **squad medic** or **platoon medic** at your base or at a “casualty collection point” or “CCP” that has been established by your **platoon medic**.

Medic

1: If you are hit again while “wounded”, you are considered “dead” and must receive a 24 CL “IV” from either a **squad medic** or a **platoon medic**. After you are treated by a **squad medic** or **platoon medic**, you are no longer “dead” or “wounded”. If hit again, you will consider it as being hit for the first time.

2: Medics must hand you an “IV” and must be next to you the WHOLE TIME while you consume the “IV”, medics are only allowed to treat one casualty at the time. Throwing the “IV” is not permitted

3: Squad medics may carry 4 “IVs” and platoon medics may carry 30 “IVs”.

4: Platoon medics may establish CCPs (mobile respawn points) using the “IVs” they are carrying on their person. Staff may also establish CCPs with “IVs” provided by your faction HQ.

5: All empty “IVs” must be retained by **squad medics** and **platoon medics**. Empty “IVs” are exchanged for full “IVs”

Moving Wounded or Dead Players

1: If a player is “wounded” or “dead”, players may carry or drag the “wounded” or “dead” player. The player being carried or dragged may assist (kicking off the ground, limping, etc). Placing one hand on a “wounded” or “dead” player and having them run does not count. Remember, casualties are incapacitated and should act accordingly.

Casualty Collection Points (CCP)

1: A “CCP” is a cache of 24 CL water bottles that has been designated by staff, a platoon medic, or a company medic for a safe area for friendly players to respawn

2: If you do not receive a medic or bandage and exceed your “bleed out” time, you may walk to find a “CCP” in order to be returned to the game.

4: At a “CCP” you do not need to be given the “IV” by a medic. You can take an “IV” from the cache and return it to the case after you have finished it.

5: Supplies at “CCP” are still lootable items and may be stolen if left unguarded.

Dead Rules

1: A “CCP” is a cache of 24 CL water bottles that has been designated by staff, a platoon medic, or a company medic for a safe area for friendly players to respawn

If you do not receive a medic or bandage and exceed your “bleed out” time, you may walk to find a “CCP” in order to be returned to the game.

2: At a “CCP” you do not need to be given the “IV” by a medic. You can take an “IV” from the cache and return it to the case after you have finished it.

3: Supplies at “CCP” are still lootable items and may be stolen if left unguarded.

Body Armor and Ballistic Helmets

1: If you are wearing replica or real helmet **AND** a replica or real ballistic vest **WITH** weighted plates, you may be **Bandaged** two times before being considered “dead”

2: Soft armor without weighted plates, does not count as body armor. Additionally, armor without wearing a helmet does not allow you to receive two **Bandages**

3: All players requesting to fall under the two **Bandage** rule, will have their armor checked by staff to ensure weighted plates are being used

4: This rule only ever applies when the player is wearing the armor and helmet at the time they are hit. If you are shot in your sleep or while relaxing, you do not receive the two **Bandage** rule.

Minimum Engagement / Safety Distance

Joules limit by role:

- 1 Rifleman/LMG – 1.5 Joules (white zip ties)
- 2 Rifleman/LMG – 1.7 Joules (blue zip ties)
- MMG – 2.1 Joules
- DMR – 2.4 Joules
- Sniper – 3.3 Joules

Minimum engagement distance by role (***Side arms must be carried by players with more than 0m Minimum engagement distance***):

- 1 Rifleman/LMG – 0m
- 2 Rifleman/LMG – 10m
- MMG – 15m
- DMR – 20m
- Sniper – 30m

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

Ammunition

- 1: Only BIO BB's are allowed.
- 2: Only Airsoft BB's without metal, ceramics are allowed.
- 3: Ammunition is provided by the organizer, and it is not allowed to bring your own BB's – unless it is a specific weight, for a specific role, pre-checked and handed over to your platoon sergeant. Players are not allowed to temper with ammo resupply.

Magazine

- 1: All players are allowed to bring as many magazines as they wish.
- 2: Maximum allowable magazine capacity:
 - Assault rifle: Mid-,low-,realcap
 - Machine gun: Mid-,low-,realcap, boxmag
 - DMR: 100 BB's (Mid-,low-,realcap)
 - Sniper weapon: 30 BB's

- Pistol/Submachine gun: 50 BB's (Mid-,low-,realcap)
- Shotgun: 30 BB's

Grenades

1: Use of pyro (grenades/smoke grenades) is only permitted if it has been deemed safe at the venue. Commercial airsoft grenades are allowed, custom grenades are allowed after pre approval from staff.

2: Pyro rules in game:

- Do not use smoke grenades inside of buildings
- Airsoft grenades are permitted as a substitute if they simulate an explosion (Thunder B's, Bangers, etc). Soundless grenades are not allowed, even if it uses bbs
- Hand thrown grenades have a 5m kill radius
- Rocket and 40mm grenades have a 10m kill radius
- All players within a room, hallway, or rooftop are considered hit if a grenade detonates. Exception is for rooms, hallways, or roofs that are larger than 300sq m. Hardcover will not save you in these places
- Players behind hard cover (rocks, hills, berms, bunkers, vehicles, trees larger than your body) are not considered hit if a grenade detonates on the opposite side of the hard cover.
- Players behind no cover or behind soft cover (bushes, small trees, grass) are considered hit
- Bad throws of grenades that detonate near friendly players still count and will result in them being considered hit

Shields

1: Must be real ballistic shields or weighted replicas

2: Riot shields are not allowed

3: Shield carrier must be wearing a vest with weighted plates and a ballistic helmet

4: Shield carriers can only use a pistol or an SMG

5: Only 1 shield is allowed per platoon

6: If the shield and its carrier are eliminated, the shield cannot be used for 1 hour

7: If a shield is struck by a pyrotechnic or chalk 40mm round, the shield carrier is considered hit and all players within 1m of the shield are also hit

8: If a grenade lands in front of the shield, the shield carrier is NOT considered hit. If the grenade lands behind the shield, normal grenade rules apply

Laser

1: Not allowed.

Faction uniform & weapons

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

NATO - [Click here](#)

NATO Faction Uniform Requirements

- Camo Patterns: M90, OD/RG, M81 Woodland, Original Multicam, Multicam tropic. (No arid, Snow, Black variants are allowed)
- Gear: RG, OD, Tan, Coyote, Multicam or color matching your Camo, **No black. Ask if you are unsure.**
- Special Exceptions: You may use other NATO patterns and **weapon platforms** if you are in a fireteam of at least 4 players wearing the same pattern. Example: MARPAT, AOR1 or AOR2, ACU, Flektarn, M98, M05, M83, DPM, M1999, M95, VZ93, ETC. **Ask if you are unsure**

NATO Faction Weapon Requirements

- Weapon Restrictions: 1 x MMG and 1 x LMG or 2 x LMG per squad | 1 x DMR per squad | 1 x Sniper team per faction | No limit on rifles | Box mags only permitted for LMG/MMG. All others must use mid-cap magazines or low-cap
- Rifle: M16/M4 variants, SCAR variants, AK4, AK5
- LMG: M249 variants, MK46, IAR, KSP90
- MMG: M240 variants, M60, MK48, KSP58
- DMR: SR25, M14/EBR variants, Mk12
- Sniper: Any bolt rifle (No Russian manufactured rifles)

RUSFOR - [Click here](#)

RUSFOR Faction Uniform Requirements

- Camo Patterns: Any current or formerly used Russian camouflage

- Gear: Any current or former vest used or load bearing equipment used by Russian Forces
- Special Exceptions: Multicam may be used in FSB impressions if FSB high vis armbands/patches are worn. Alternatively, you may use a Multicam uniform if white or red tape is worn on at least one arm and one leg. **Ask if you are unsure**
- Special Exceptions: You may use other CSTO or allied Russian nation patterns and **weapon platforms** if you are in a fireteam of at least 4 players wearing the same pattern. Example: Belarus, Kazakhstan, Kyrgyzstan, Tajikistan, China, Syria, ETC. **Ask if you are unsure**

RUSFOR Faction Weapon Requirements

- Weapon Restrictions: 1 x MMG and 1 x LMG or 2 x LMG per squad | 1 x DMR per squad | 1 x Sniper team per faction | No limit on rifles | Box mags only permitted for LMG/MMG. All others must use mid-cap magazines or low-cap
- Rifle: AK variants, short barrel RPK16, PP19, AS VAL
- LMG: RPK74 variants, long barrel RPK16
- MMG: PK variants, RPD
- DMR: SVD variants, VSS
- Sniper: Any bolt rifle

Indirect fire or artillery simulations

- 1: Mortars or other indirect fire props may be used during games
- 2: Indirect fire can be distinguished from regular pyro by seeing the firework in the sky or listening for a volley of three fireworks.
- 3: If the firework is being fired in your direction, you must seek cover by entering a building, finding the nearest piece of solid cover, or entering a prone position until the fireworks have ceased firing. If you are on the roof of a building, you must reenter the building.
- 4: If staff sees a player not reacting to simulated indirect fire, you may be told to call it as a hit

Vehicles

- 1: All vehicle crews must be wearing eyepro
- 2: All passengers in the bed of a vehicle must be wearing a helmet with the chin strap on
- 3: All drivers must be legally allowed to drive
- 4: All vehicles must have a driver and an assistant driver at all times to ensure the safety of those around a vehicle and the passengers of the vehicle
- 5: Windows of the vehicle must be rolled down at all times to allow players the opportunity to take out the occupants with BBs
- 6: If a vehicle is hit by a rocket or grenade, the vehicle is “destroyed”. If the vehicle is a troop or logistics vehicle, it will be “destroyed” for 1 hour. If the vehicle is a gun truck, it will be “destroyed” for 2 hours. Upon being “destroyed”, a vehicle must turn on its hazard lights
- 7: Unarmored vehicles can be destroyed by a sustained burst of bbs to the engine block. If the vehicle is “destroyed” by bbs, the occupants are able to dismount and fight. If the vehicle is “destroyed” by a rocket or grenade, the occupants are considered hit.
- 8: Land mine props may be used at events. If a land mine is on the road, vehicles cannot pass. In order to remove land mines, a player must sit or stand near the mine and start a 15 minute timer in order to deactivate it. Once deactivated, place the land mine into the vehicle so that Cadre/staff may retrieve it. If the player is interrupted (If enemy players are shooting at them, forcing them to move away from the mine), the timer must restarted
- 9: If a vehicle has had its occupants eliminated or if it has been “destroyed”, its contents, including the occupants may be searched if consent is given
- 10: If a vehicle has its hazard lights on, it is either out of play or “destroyed”

11: Follow speed limit posted by Nordic Milsim (30km/h)

12: Keep headlights on at all time

13: Owners of the vehicle are liable for any and all damage to their vehicles

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: Keep communication direct, relevant, and concise

2: Do not narrate what you are seeing through the radio. Instead, say how many enemies you see, what they are doing, where they are, and what equipment you see. For example, "All stations, this is (Insert callsign). There are four Russians walking south of the concrete building with a PKM and 3 rifles, over". Do not say, "I see some dudes walking over by a building".

3: In order to keep radio communication simple, we do not use made up or personally assigned callsigns because those callsigns generally don't make any sense for anyone other than you and your friends

4: Callsigns will be assigned based on the platoon and squad you are in within your faction. For example, 1-1 would be used for 1st platoon, 1st squad leader. This is repeated up to -5 for squad leaders within a platoon. Higher numbers such as 1-6 or 1-7 are reserved for the platoon leader and platoon sergeant

5: In order to reduce unnecessary chatter on radios, we provide frequencies for the platoon level and higher echelon units. Only squad leaders and platoon staff should be communicating on a platoon frequency. Team leaders or other squad members are required to communicate on a squad level frequency from a list provided by Nordic Milsim. Platoon leaders are encouraged to have a designated radio operator so that they can communicate and listen to company level frequencies for events that have multiple platoons on each faction

6: The easiest way to remember the proper way to communicate on a radio is the following; "You, this is me, over". If you are trying to reach the 1st platoon-1st squad leader and you are the 1st platoon-2nd squad leader, this would look like "1-1, this is 1-2, over". You will also pick up additional radio jargon like "Out", "How copy", "Break", or "Break break break".

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.

Looting and Being Looted

1: All players may be searched for bbs, IVs, or intelligence while they are "wounded" or "dead". "Dead" players that are walking back to find a medic or "CCP" may also be stopped and searched.

2: Always ask for consent prior to searching players. If a player gives consent to being searched, be respectful and place items back into their respective places if they are removed during the search. If the player does not find an item that is lootable during their search, the looted player may retain it. Be thorough! If the player says they do not consent to being searched, the player must give up all intelligence or lootable items on their person.

3: BBs not inside magazines or box magazines may be looted during searches. This means BBs inside of speed loaders or any other containers may be seized during searches.

Patrol base

1: Unless it is specified beforehand by staff, base locations will likely be moved at least one time

2: Patrol base locations will never be located in or near parking lots. If you attend an event, you are expected to sleep outdoors. Returning to your car to sleep breaks the spirit of the game and is not allowed. If you need to return to your car during a game to retrieve a spare replica or something you forgot, check with cadre first

3: Patrol bases can be attacked at any time without notice. This means you can be shot while you are asleep. No one likes to be woken up by being shot by a BB or with pyro, so do your part and pull watch shifts with your platoon

4: Base security is a joint effort within your faction. If you try to get out of pulling watch by coming up with various excuses, you are putting your entire team at risk of being overran at night or being shot in your sleep

5: If you are shooting someone that is sleeping, don't be a dick. One or two shots is plenty, so you don't need to empty half of a magazine into someones sleeping bag

6: During the event, you will be living from your pack. This means you must carry your initial drinking water, food, and sustainment equipment on your back and hike to your initial patrol base location from the parking lot

7: Once you reach your initial patrol base location, wait for instruction from the cadre. Do not immediately turn your pack inside out and empty all of its contents

8: Proper etiquette within a patrol base is to only remove things that you immediately need from your pack. Everything should remain packed until the rest cycle begins. Upon the completion of the rest cycle, you should repack the items you used for sleeping. If you are the only one that does not repack after you wake up, your entire platoon will have to wait for you to pack in order to move the patrol base to a new location

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.