



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 been held responsible. Participants in events organized by Nordic Milsim are responsible for their own actions and to protect themselves throughout the event.
- 2: All Nordic Milsim events only allow BIO BB´s.
- 3: Safety glasses must be in at least classification EN 167:2001
 - 3:1 Mesh goggles are used at your own risk and players who use this type of protective equipment for the eyes take responsibility for their own safety.
- 4: Safety glasses must never be taken off in the game area unless directly approved by the organizer on site.
- 5: Nordic Milsim encourages players to use other protective equipment such as face, dental 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: At the safe zone
 - 6:1 No magazines may be placed in any weapon, this applies to all weapons.
 - 6:2 No BB´s may be in the chamber/barell on the weapon.
 - 6:3 No weapons may be dry-fired.
 - 6:4 Exceptions to these rules apply at the chronograph station, however, only after approval by the organizer, or at specifically specified area and direction.
- 7: Players always need to carry a hit marker/hit cloth with them.
 - 7:1 Minimum approved size is 30x30cm
 - 7:2 Approved colors: Orange, Pink, High vis
- 8: All players need to complete and always carry the Nordic Milsim Medical Card in their left arm or leg pocket.
- 9: The 18-year age limit applies to all Nordic Milsim events.
- 10: Players may only use Airsoft guns, other types of air guns, starter pistols, etc. Which may have been converted or like are not allowed.
- 11: 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.

Behaviour

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 a 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. 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).

Health Care

- 1: All players are counted as medics and can heal all other fellow players, but not themselves.
- 2: Heal of another player is made by wrapping the protruded player's medical wrap around his arm or leg.
- 3: The injured player must take off his hit marker when another player has begun an active action to heal him. This is to mark that they are once again a target for others.
- 4: The entire healthcare wrap should be wrapped and finally tied without any part of the medical wrap protruding more than 10cm (4") from the knot. This is so that the time for heal is balanced.
- 5: Injured player and medics can be hit during the medical process- this then counts as a regular hit.
- 6: Injured player is allowed to talk again once the medical process has begun, this counts on the fact that the medic has made an active act to heal. To stand next to an eliminated player does not count as an active action.
- 7: Teammates may "pull" an injured player up to 5m using the injured player's own power (laying on of hands), at more than 5m distance the injured player must not help.
- 8: Each player can only be healed once per respawn. A player who has been hit and then healed does not have the opportunity to heal thereafter and must return to respawn. After respawn you again have the opportunity for 1 heal.
- 9: A healing player is allowed to interrupt his medical moment and use weapons.
- 10: Injured player cannot use weapons until the heal is fully completed.

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" overhand 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: Chronoing takes place at the designated location and is carried out with 0.32g BB's provided by the organizer. Chronoing is measured in joules.

3: After completing the chronoing, it is forbidden to adjust the weapon in respect of parts etc. that affect the impact energy. If a player wants to adjust his weapon after completing the chronoing, it must be chronoed again.

4: Only weapons that have undergone an approved chronoing are allowed to be used.

Rules regarding weapons

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 only use grenades with airsoft BB's, minimum engagement is 10m. Note. Ricochets from grenade launchers counts as hits. When firing, yell grenade/granat to notify players that this applies.

4: Other weapon systems such as AT-weapons are provided by 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 trapped 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: Shields are allowed to be used but must be approved and marked by the organizer at the chronograph station.

2: The minimum weight of shields is 15kg

3: Players with a shield may only use weapons in the class of pistol/submachine gun while using a shield.

4: Shields protect against all fire power for players who are directly behind the shield (max 2 players).

4:1: This assumes that there is no body part that is outside the protective area of the shield. For example, against a grenade, the shield needs to be submerged to the ground and the player needs to have his whole body behind the shield in relation to the grenade's impact site.

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 faction's uniform rules regarding camouflage. See factions.
- 2: Camouflage rules apply to visible garments for the lower body, upper body and headdress.
 - 2:1: Exceptions apply to precipitation where rain gear is allowed in full color green for both factions. (Rain gear can still be worn in accordance with the camouflage rules that apply to given faction).
- 3: Camouflage rules do NOT apply to vests and other tactical equipment.
 - 3:1: Exceptions apply to helmet covers where this must follow the camouflage rules of given faction or be removed.
- 4: Restrictions on extended camouflage system (per weapon class, primary systems count first):
 - 4:1: Ghillie Suit: Sniper 1, Sniper 2.
 - 4:2: Leaf jacket/hood with leaf pants: Sniper 1, Sniper2
 - 4:3: Ghillie hood/ Viper hood (not pants): Sniper 1, Sniper 2, DMR.
 - 4:4: Leaf jacket (not pants): All.
- 5: Faction ID band/Patch.
 - 5:1: Each player is assigned 2 team bands/team patches.
 - 5:2: The band/patch should always be placed visibly and each band/patch must be located in separate places apart.
 - 5:3: Allowed placements: Upper body front, back, right, left side and headdress front back.
 - 5:3:1: Exceptions apply to players in class Sniper 1 & Sniper 2 who are allowed to place on the lower body (should still be visible).

Vehicle

- 1: Game vehicles may generally be brought but must be notified to the organizer before the event.
- 2: The maximum speed allowed on the game area is 30 km/h (18 mph)
- 3: Speed should adapt well to the given situation and surface/terrain.
- 4: The driver is responsible for everyone within the vehicle and in the 5m radius around it.
- 5: All players must respect safety orders from the driver regardless of team affiliation. (ex. "back off" etc.).
- 6: Opponents must not be closer than 5m from a moving vehicle.
- 7: All windows fully up or fully down when the vehicle is active in play.
- 8: Vehicles with emergency lights on are regarded as eliminated/off-game and must not be shot at
- 9: When eliminating vehicles, all players EXCEPT the driver have a 30 second chance to get out. If not, these are also counted as eliminated with no chance of medical care. (The driver is always counted as eliminated together with the vehicle, if repaired the driver is also automatically healed).
- 10: Eliminated vehicle have a 15 min voluntary burnout/bleedout.
- 11: No one is allowed to hang on the outside of a moving vehicle.

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 provided by the organizer of the respective event.
- 2: It is forbidden to listen to a radio channel assigned to a faction other than one's own.
- 3: It is allowed to use radio channels other than those assigned.
 - 3:1: Not applicable if:
 1. The radio channel was assigned to another faction.
 2. The radio channel is not license-free and not open to the public for use.
- 4: Organizer uses the Telegram Messenger app as a platform for internal communication within the factions as well as to assign information & missions.
- 5: Telegram Messenger is optional for every player who is not a commander or platoon leader to use.
- 6: Attendees who choose not to use Telegram Messenger are aware that they will not be able to access essential information and gameplay that is meant to influence their experience of the event to the positive.

Game Props

- 1: All forms of game props should be treated and handled with respect so as not to be destroyed.
- 2: Players are not allowed to manipulate or move game props without instructions from the organizer.

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 pitch tents in each faction's base camp.
- 2: Base camp is off-game between 3 a.m. and 9 a.m.
- 3: It is forbidden to attack a base camp when it is out of play.

- 4: It is forbidden to enter the inside of a tent or the like 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, out of, or inside a tent or the like that is not marked with an In-game sign. In base camps, off-game times also apply to these tents & the like.
- 7: Players can choose to get out of a tent to participate in any combat. This is done in a choice of one's own in also accepting that the tent can and may take on receiving fire.
- 8: Players can eliminate other players who are in a tent, which is not in-game, by tapping the tent and yell "eliminated".
- 9: It is allowed to sleep outside the base camp but is then not covered by the off-game times.
- 10: Players sleeping outside the base camp should be treated with the utmost respect and consideration in the event of a battle.
- 11: Shooting at a sleeping player is not allowed.
- 12: Tents or the like that are outside the base camp are subject to the same rules as in a base camp, disregard off-game time indications.

Nightrules

- 1: Between 19:00-07:00 night rules apply.
- 2: To participate in night games, a flashlight is required.
- 3: To participate during night games, players must not act alone. At least two players together.
- 4: Under night rules, only weapons of the class CQB1, CQB2 and Assault may be used and only used in semi-automatic mode.
 - 4:1: Exceptions apply to machine guns mounted on a vehicle with the requirements:
 1. The machine gun should have a mounted searchlight.
 2. The machine gun only fires bursts in a maximum of 3 seconds. A ceasefire shall last at least as long as previous firing.
- 5: Night aids such as night vision and thermal imager are allowed.
- 6: Infrared laser is not allowed.
- 7: To mark a hit, a red flashing light is used or 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: Participants need to have a blood alcohol content of under 0.02 in order to be allowed to play.
- 3: The organizer has the right, in case of suspicion, to carry out an alcotest in case of suspicion of influence.
- 4: Participants have the right to refuse an alcohol test but will refrain from participating in the event for at least 24 hours.
- 5: All forms of illegal drugs are prohibited by Swedish law. Police will be contacted in case of suspicion.