

NOTE: This is an addition to the full rulebook,
and the contents of the full rulebook still
apply



NORDIC MILSIM

MILITARY SIMULATION

Rule Book INSURGENCY (ADD-ON)

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Check in Process

- Before the game can begin, all players are required to complete the check in process
- 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
- 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.
- 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

NATO and RUSFOR Roles in Insurgency

NATO and RUSFOR both fill vital roles in an Insurgency event. Depending on the scenario, RUSFOR and NATO may begin the event with a ceasefire in place or with orders to engage the opposing faction on sight. The primary goal of each faction during an insurgency, is to bring order to chaos and to attempt to win the support of the local populace. Shooting civilians without cause or acting as tyrants will quickly turn a majority of them against you.

Counter insurgency or counter-terrorism are roles that are filled by both factions in their own unique ways. During insurgency and sometimes even before the event has begun, you will learn about civilian groups that may be participating in terrorist activities or harboring terrorist or criminal organizations. In order to assist in quell groups that are creating disorder, you should follow your chain of command and pay attention to briefs before raids are executed so you can mitigate unnecessary civilian casualties and additional unrest within the civilian populace. NATO and RUSFOR will often have different targets or different ideas of what groups are problematic for their agenda. It is possible that a group you are seeking to raid, is being protected by the opposite faction.

Examples of potential targets

- Cults
- Terrorists
- Business operating as a front for "illegal activities"
- Criminals
- Chaos gremlins that just randomly shoot or throw grenades at people because they have other idea of how to have fun at an airsoft game

Humanitarian missions and positive interactions with the populace are also good ways to ensure the local populace is sympathetic to your faction's cause. The civilian populace will always outnumber established factions, so it is important to win as much good will as you can so you can rely on their support when conflict erupts.

Examples of Positive Interactions with civilians

- Providing rewards for information
- Providing medic waters
- Providing limited amounts of BBs (this could easily backfire)
- Allowing members of your faction be a patron to civilian businesses
- Offering protection to businesses or civilians that are sympathetic to your factions cause

Civilians

Civilians are the focal point of this format of event. Civilians can be members of the government, police force, or other public service. In addition to this, civilians can own businesses or just be someone who is exploring, shopping, or trying to find a job while at the event. If you decide to play as an unaffiliated civilian, it is recommended that you communicate with other businesses, members of RUSFOR or NATO, or look to see if any needs help with anything. RUSFOR, NATO, Police, or businesses may hire you for various tasks.

Weapons for civilians

Citizens are allowed to open-carry any rifle or pistol as long as the magazine is not inserted. Ensure you have minimal accessories on rifles to correctly depict a private citizen with a rifle in a war/torn town. There is no restriction on what type of replica civilians can bring, but AK/AR variants within minimal attachments are highly encouraged.

Weapon "Permits"

- “Permits” are used at insurgency events to add an additional element of bureaucracy and strain on the civilian faction as well as to assist in balancing.
- Civilians are not expected to follow the role requirements that are normally implemented for established factions, such as NATO or RUSFOR. Since civilians are not organized into squad structures, permits give us a way to prevent every other civilian player from bringing an LMG or MMG.
- Requirements for weapon permits may change from event to event, so it is important to follow event announcement and information that follows on www.nordicmilsim.com and the Nordic Milsim General Interest Facebook group.
- Civilians that wish to use LMGs, MMGs, DMRs, snipers or pyro, may be required to apply for permits before an event. Permits are also generally required for the concealed carrying of any weapon.
- If you are caught with concealed carrying, pyro, or weapons you do not have a permit for, you may be arrested and subjected to jail time by civilian players that are acting as local police.

Vehicles for Civilians

Vehicles may be used at events as long as approval by Cadre or Nordic Milsim staff has been given beforehand. In order to use a vehicle, you will need your driver’s license, proof of insurance, registration, and a real or printed Russian (may change depending on the scenario), license plate. If you are running a business, it is recommended to put your business logo on the vehicle.

Owning a Business

- 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.
- 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 says they do not consent to being searched, the player must give up all intelligence or lootable items on their person.

- 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.

Police

- Local police roles are filled by players within the civilian faction. This will be the case for most events. In scenarios where martial law has been declared, police roles and their authority may be given to NATO or RUSFOR
- Local police must act in accordance and enforce laws produced by the local government. Players that volunteer as police, who habitually refuse to comply with police or local government directives (giving friends an advantage or intentionally shooting other police), should expect to promptly be fired, serve jail time, and be returned to the general civilian population and their sleeping arrangements. If you have a better sleeping arrangement as a member of the police, use that as incentive to not go rogue
- Police are responsible for the jail and monitoring of civilian prisoners. They may also confiscate in-game currency, medic water, and all BBs (**Speed loaders and loaded magazines**) from a suspect if they are convicted of a crime that warrants this punishment.
- Police uniforms may vary depending on the event. Blue tiger stripe, blue, or black uniforms are the most likely uniforms that will be selected. (This will be announced)
- Any weapons may be used by police, but AK variants are highly encouraged

Laws, Crime, and Punishment

- Penalties for violating laws or committing crimes may vary depending on the scenario or the actual crime itself.
- Police enforcement of laws may be strict or relaxed, which also depends on the scenario. You may be arrested and receive a minor punishment for something you may or may not have done. If this is an annoyance to you, do not take it personally because how the police behave is generally meant to progress the scenario.

- Similar to searching, police must always ask for consent prior to searching or detaining players. If players do not consent, they must hand over all in-game items that are asked for to police and must simulate being detained
- If a player is arrested, peacefully or if they are shot, police may then detain the player. For safety reasons, players may not physically restrain one another. When players are detained, they must simulate that they are restrained, by not accessing their replicas. If a player gives consent, replicas may be removed from the players and placed into a box for safekeeping. Once a player is released by the police or completes their time in jail, they are no longer detained. If a player is executed, they must adhere to the mandatory bleed out time and remain in place for 5 minutes.
- Citizens will be made aware of important laws and “legal” carrying protocols to minimize unwanted attention from local police.
- Examples of severe crimes: murder, theft (do not commit real-world theft), improper carrying of weapons, carrying weapons without a permit, carrying excess magazines, resisting arrest, speeding, etc
- Examples of petty crimes: gambling, public urination, anti-government sentiment, jaywalking, trespassing, walking wrong, talking wrong, looking at police wrong, etc.
- Examples of punishment: 1-60 minutes in jail, stripping of some or all BBs, stripping of some or all medic water, questioning and interrogation, summary execution, public execution, trial by a jury of non-peers, etc.
- Judges will be played by staff in most cases, but players may be allowed to act as a judge. (Pre-event screening required).
- Players can role-play as lawyers and may be hired to try to minimize sentences or have charges dropped altogether
- **Spirit of the Game Note:** Interactions with police should be kept within the spirit of the game. If you want to have general disdain for all authority within the parameters of the game, you are allowed to do so. If a member of the police tells you to do something, you are allowed to say no, run from them, or get into a shoot-out with them. Players are not permitted to disregard punishments for crimes, simply because they do not want to serve jail time. The punishments exist for a reason and if there are no police or rules, this would be an apocalyptic larp rather than an insurgency. If you do the crime,

you do the time. If you partake in game breaking behavior that is found to be malicious by staff, you may be removed from the game without a refund.

Civilian Activities

- Throughout the duration of the event, several types of events can be organized by the local government, major civilian groups, NATO, or RUSFOR
- These events may come in the form of public trials, speeches, ballet casting/voting, festivals, concerts, protests, ceremonies, assassinations, embassy reception of diplomats and more.
- These events take time to organize and plan. Please refrain from disrupting this kind of gathering due to your own boredom, lack of patience, or insatiable desire to cause chaos whenever possible. This type of behavior is extremely frowned upon and ruins the experience for the vast majority of players that are present to experience the scenario and events that will help progress the story. If caught doing this, you will be subject to maximum in-game punishment and banned from attending future in-game activities planned by staff
- In addition to staff run activities, we encourage players to organize their own in-game events. Whether it is a protest, a business debut, or just acting as dramatic as possible for some in-game purpose, we welcome anything as long as it is in good faith to the overall experience of the event.

Government

- The government exists to drive the scenario and fill the cadre roles for the civilian faction.
- The government is responsible for the distribution of in game currency, BBs, enforcement of scenario rules and laws
- Coordinating with NATO and RUSFOR factions
- Players may participate in government roles if they ask event staff prior to the event or if they are recruited for in-game reasons during an event
- If civilian players have real-world issues or safety concerns, they may contact police, who can then get in contact with the cadre police chief. Alternatively,

civilians may contact anyone in a government role for assistance. Cadre operating within these roles will be identified and announced prior to the event

Spirit of the Game for Insurgency

Spirit of the game: Even though there are elections and other role-play elements in this type of scenario, there are still no distinguished winners or prizes handed out to factions that believe they “won” the event. Attending this event should strictly be about contributing the collective experience and progression of the scenario. Not calling hits, will have virtually no impact on the outcome of the scenario and only causes grief amongst players. Hold yourself and your teammates accountable. Do your best to play the role you signed up to play. You are not required to fake accents, but you are expected to contribute at least the bare minimum to help make this type of event an enjoyable experience.

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:

- Participating in events held for civilians. Do your part by voting or booing the person being convicted of a crime!
- Getting into the role-play and your character!
- Dressing according to the faction you have elected to play and using uniforms and weapons that are representative of their real-world depiction. This is equally as important for civilians. Do not overthink it, but if you think you look like a member of RUSFOR or NATO, take a few steps back
- Following the medic rules, calling hits and holding your faction members accountable
- Following orders given to you by leaders on your faction (NATO, RUSFOR, Police)

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

- Showing up as a civilian looking like a Tarkov PMC, despite not having anything to do with in-game security roles. This is overdone, please be creative
- Dropping a grenade at a mass gathering of civilians for no reason or behaving like a general chaos gremlin (Sitting in jail repeatedly and being target by both factions and the police will not be fun)
- Trying to assassinate a president or official running for election repeatedly or during a speech
- Not participating participating in your own punishment for a crime you committed
- Refusing to participate in night watch (NATO, RUSFOR, Police)
- 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
- **Trying to sneak in your own BBs (you will removed from the game and banned from future events)**
- Not listening to orders, trying to be a lone wolf or main character (NATO, RUSFOR, Police)