



NORDIC MILSIM

MILITARY SIMULATION

NM SPECIFIED MILSIM KIT-LIST

WITH MANDATORY ITEMS & PACKING CONFIGURATION

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 OM 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.