



NORDIC MILSIM

MILITARY SIMULATION

Rule Book MINIMILSIM

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: The 18-year age limit applies to all Nordic Milsim events.

9: Players may only use Airsoft guns, other types of air guns, starter pistols, etc. Which may have been converted or like are not allowed.

10: 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, want 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.

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"

Bleedout

5:1 Mandatory first 5 minutes.

5:1:1: Ex. You can choose to go to respawn directly but get a maximum time to remain on sight of **5** 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 the players own BB's. 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.

Klass	Säk	m/s	0,20g	0,25g	0,28g	0,30g	0,32g	0,36g	0,40g	0,43g	0,45g	0,46g	0,48g	0,50g
CQB 1	0 m	m/s	100	89	85	82	79	75	71	68	67	66	65	63
CQB 2	0 m	m/s	110	98	93	89	87	82	77	75	73	72	71	69
Assault	10 m	m/s	130	117	110	106	103	97	92	89	87	86	84	82
Support	20 m	m/s	145	130	122	118	115	108	102	99	97	96	94	92
DMR	20 m	m/s	155	139	131	126	122	115	110	106	103	102	99	96
Sniper 1	30 m	m/s	182	162	154	148	144	135	128	124	121	120	117	113
Sniper 2	40 m	m/s	207	185	175	169	164	155	147	141	138	137	134	131

Nordic Milsim använder #2020tabellen / www.2020tabellen.se
 Lokala regler: Nordic Milsim
 Vapen märks med buntband i klassens färg nära mynningen.
 Vapen som får skjuta AUTO, får endast skjuta 22 kulor per sekund.
 CQB 1: Får skjuta AUTO.
 CQB 2: Endast SEMI, GBB vapen får skjuta AUTO, gäller ej för HPA tappade vapen och tippman, märks med 2st buntband.
 Assault: Endast SEMI, GBB vapen får skjuta AUTO, gäller ej för HPA tappade vapen och tippman.
 Support: M27, Krytac LMG, AR/AK med boxmagasin klassas INTE som Support, dock så gör en RPK det. Minimum vikt 4kg.
 Sniper 2: Märks med 2st buntband.

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 **DOES NOT APPLY TO NM MINIMILSIM**

5: Equipment restrictions to the weapon class

DOES NOT APPLY TO NM MINIMILSIM

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 **DOES NOT APPLY TO NM MINIMILSIM**
- 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

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 **DOES NOT APPLY TO NM MINIMILSIM**
- 5: Restrictions on appearance and traits:
 - 5:3: Locked fire mode (mechanical/electrical) to only be able to shoot semi-automatic.

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 **DOES NOT APPLY TO NM MINIMILSIM**
- 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.

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 **DOES NOT APPLY TO NM MINIMILSIM**

5: 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 emitting 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: Pyro grenade launchers of the type of Tag-In are allowed if deemed safe by the organizer. HE-type grenades have the same hit radius rules as handheld grenades.

5: 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.

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: Grenades without sound emissions are not allowed.
- 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 needs to be pre-approved by the organizer (if deemed risked of fire hazard).

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

8: Grenades emitting sound must not exceed 130 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: 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: Wearing a ballistic type helmet with a “dry weight” (no accessories) of 1kg gives the player one extra medic bandage and +5min voluntary bleedout period.
- 2: Wearing a ballistic armor with a “dry weight” (no accessories) of 3kg gives the player one extra medic bandage and +5min voluntary bleedout period.
- 3: Helmet and body armor bandage & bleedout stack. (A player carrying both will have 15 min bleedout, of which 10 is voluntary, with 3 medic bandages).

Uniforms

DOES NOT APPLY TO NM MINIMILSIM – No restrictions.

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.

Indirect Fire (Artillery)

In the game, teams can use indirect fire (artillery) in various ways.

Mortar

The mortar provides additional firepower by targeting specific areas on the map. These areas are marked with a red circle labeled "artillery zone X" (where X is replaced by a number for the specific area).

- **Provided by:** The mortar and ammunition are supplied by the organizer but must be operated and transported by the players.
- **Ammunition:** Ammunition is limited and simulated with small pyro-rockets that fly about 30-50 meters.

How to use the mortar:

1. Place the mortar near the zone you want to target.
2. Aim the mortar upwards so that the rocket explodes above and within the target zone.
3. Ensure the mortar has a clear, upward firing path.
4. Light the rocket and drop it into the mortar tube.
5. Shout loudly, "SHOT FIRED!"
6. Repeat this process to fire a total of THREE shots.

Important: The mortar can only be used up to 30 minutes before the zone closes. For example, if you want to target zone 1, you must do so by 11:00 at the latest. Otherwise, the indirect fire will not be effective.

Effect of the bombardment:

All players within the targeted artillery zone are considered affected by indirect fire, except for those who:

- Are sheltered inside a fully enclosed building and are at least 2 meters away from any opening (e.g., window or door).
- Are dug into a bunker or trench.

If you are affected by indirect fire:

- All affected players are temporarily out, but not considered hit. Put on your hit marker and prepare to regroup.
- Regroup to a location outside the green circle labeled "re-group Z X" (where X is the number for the specific zone).

Regrouping Rules:

- Regrouping must occur outside the zone at a location that:
 - Is not in an ongoing battle.
 - Has no visible opponents within 100 meters.
 - Has no ongoing missions within 500 meters.
- During regrouping, you must remain stationary for 5 minutes with your hit marker on.
- During this period, you cannot shoot or share information with other players.

Re-entering the game:

- After 5 minutes, you may re-enter the game from the location where you regrouped. Respawn is complete when you remove your hit marker, but not earlier than 5 minutes.

Important: If an opponent spots you during your regrouping phase, you must move to a new location and start a new 5-minute respawn time, regardless of how long you have already waited.

In the event that an opponent detects you during your stationary grouping phase, you will need to regroup to another location, with a new 5 minute respawn time, regardless of how long you have waited so far.

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.

Nightrules

- 1: Between 19:00-07:00 night rules apply. Or other hours named by the organizer.
- 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.