



NORDIC MILSIM

MILITARY SIMULATION

RULEBOOK

MILSIM

VERSION 2025: I

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NORDIC MILSIM
MILITARY SIMULATION

GENERAL RULES

GENERAL RULES - PAGE 1



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 throughout the duration of the event.

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 check-in area

- 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: Hit marker/hit cloths are optional and are not required. Hits are always acted out by yelling, regardless of the presence of a hit marker

- Approved colors: Orange, fluorescent.
- Hit cloths should be used as a last resort to prevent players from mistaking you as a live player or to be used when you have bleed out.

GENERAL RULES - PAGE 2



9: Minimum age requirement: 18 years.

10: Players may only use Airsoft weapons (soft air guns), other types of air weapons, starting pistols, etc. 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 garbage bags in your own base camp.

14: It is allowed to relieve oneself in the forest but must be hidden & covered.

15: Fireworks are not permitted to be used by players. Only Nordic Milsim staff

16: Swedish law applies.

All rules are subject for change: The integrity of the game and player safety are always our primary concerns. With this in mind, **we reserve the right to make rule changes before, during, or after each event.** Nordic Milsim will always do its utmost to avoid changes during or immediately prior to gameplay, but ultimately, such changes may be necessary to ensure safety and maintain the flow of the game.



NORDIC MILSIM
M I L I T A R Y S I M U L A T I O N



INTENT & GOLDEN RULE

It's impossible to account for every situation that might arise during an event or every nuance of rule application without publishing an excessively long rulebook. To keep things manageable while ensuring the intent behind the rules is respected, it's essential for players to think critically and responsibly. Here's how:

Focus on Rule Intent

Ask yourself: ***What is the purpose of the rule?***

For example, the rule about announcing an incoming pyro grenade is intended to give players a chance to cover their ears, not to escape the grenade's impact. If players misuse this courtesy to evade the grenade, it discourages others from announcing future throws, which could lead to hearing injuries.

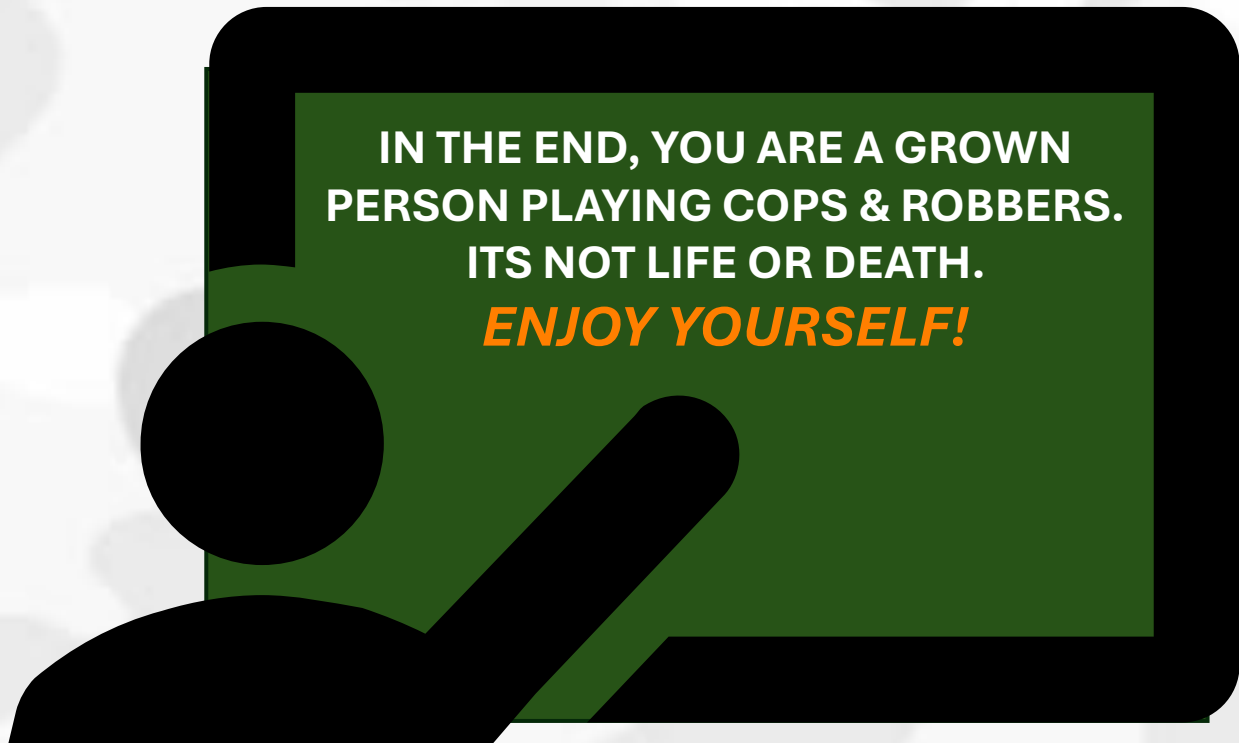
ALL RULES HAVE THESE FACTOR IN INTENT:

- Make the game safe
- Make the game fair
- Make the game fun

The Golden Rule

Consider how you'd feel if another player performed the same action you're about to take. If you wouldn't feel 100% okay with it, then it's likely not the right thing to do.

Ultimately, **the goal is for everyone to have an enjoyable experience.** Think about what adds to the fun—not just for yourself, but for all participants at the event.



IN THE END, YOU ARE A GROWN
PERSON PLAYING COPS & ROBBERS.
ITS NOT LIFE OR DEATH.
ENJOY YOURSELF!



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.

- 1. Rule Violations:** Violations are categorized based on their severity, including impacts on safety, negligence, property damage, or the experience of other players.
- 2. Warnings:** The organizer has the discretion to issue warnings for rule violations.
- 3. Ejection:** The organizer, may remove a player from the event without compensation, following a careful assessment.
- 4. Suspension:** The organizer, may suspend a player from future Nordic Milsim events after a weighted evaluation.





BEHAVIOUR & SPIRIT OF THE GAME

PAGE 1

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.

BE NICE, NOT A DICK





BEHAVIOUR & SPIRIT OF THE GAME

PAGE 2

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

BE NICE, NOT A DICK





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 (check of the required gear)
- Initial ammo issuing
- **Check-In Sheet**
- **Medical card check**
- **Rulebook quiz**
- Ticket verification



Designated check-in areas will be established for each station. The location of the check-in area will be announced before the event.

Check-In Sheet

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.

Medical Card

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, and your blood type if you know it.

Rulebook Quiz

You will be required to answer several randomly selected questions about the rules. Correct answers are necessary for participation.



MEDICAL CARD EXAMPLE

Last name: Smith First name: John

Date of birth (DD-MM-YYYY): 21 - 03 - 1995

Emergency Contact Name: Jane Smith

Emergency Contact Phone: + 46 70 555 21 55

Emergency Contact Relationship: Mother



Medical Diagnosis: Epilepsy; seizures cannot be controlled with medication, if found in state of seizure call 112 for emergency agencies, Call EMERGENCY to stop game. Lay down on side and make sure that John cannot hurt himself by twisting and turning.

Thalassemia Minor; does not need medical treatment, does not need call for emergency or stop of game.

Current Medication: Ferrous Sulfate 325mg

Blood type: Do not know

THE MEDICAL CARD CAN BE DOWNLOADED ON
OUR WEBSITE: [CLICK HERE](#)



NM KIT-LIST

NORDIC MILSIM- SPECIFIC MILSIM KIT-LIST

On your person:

Uniform – correct camouflage according to your faction:

- Top
- Bottom
- Undershirt
- Underwear
- Hat
- Belt
- Boots
- Socks

Picture ID

Check-in sheet

Medical card:

- Name, allergies, major medical conditions, current medications, emergency contact information.

Notepad and pen

Wristwatch or phone (**Both required for leadership roles**)

Load Bearing Equipment (Plate carrier, chest rig, belt rig, etc.):

- Magazine 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 headlamp 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 (**STRONGLY RECOMMENDED FOR SAFETY**)

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:

Sleep 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 undershirt

Stove

Utensils

Hygiene kit:

- Face cloth
- Toothbrush and toothpaste
- Deodorant
- Medications if needed
- Wet wipes

Entrenching tool

Two large contractor trash bags

IMPORTANT!

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.

ITEMS IN **RED** ARE MANDATORY TO PARTICIPATE!

THE KIT-LIST CAN BE DOWNLOADED ON OUR WEBSITE:
[CLICK HERE](#)



RED ITEMS- WHY?

Uniform & Footwear

- **Uniform (Faction-Correct Camouflage):** Helps distinguish between friendly and enemy forces while maintaining immersion. Even if not worn at all times, having it shows commitment to the event's structure and rules.
- **Boots:** Protect your feet from rough terrain and wet conditions. Without proper footwear, you risk injury and discomfort.
- **Socks:** Prevent blisters, moisture buildup, and foot-related issues. Keeping feet dry is critical for endurance.

Identification & Paperwork

- **Photo ID:** Ensures only registered participants are at the event. Necessary for security, emergency situations, and verifying identity if needed.
- **Check-in Sheet:** Speeds up registration. While staff bring extra copies, relying on them is not guaranteed.
- **Medical Card:** Provides crucial health information to medics in case of emergencies. A laminated card ensures durability.

Essential Equipment

- **Notepad & Pen:** Helps you track mission details, objectives, and orders to avoid miscommunication.
- **Wristwatch/Phone:** Ensures you meet deadlines and stay on schedule. Both are required for leaders to coordinate effectively.
- **Bandages:** Essential for in-game revive mechanics. Not carrying enough could mean being unable to participate properly.
- **Radio (Leadership Only):** Required for leaders to coordinate effectively with their units and higher command.

Night Operations

- **Flashlight/Headlamp (Red Mode):** Needed for nighttime gameplay. Red light prevents revealing your position while maintaining visibility.

Weapons & Protection

- **Primary Replica:** Ensures you can actively participate. A backup or sidearm is recommended to prevent being sidelined if your primary fails.
- **Secondary Replica:** Mandatory if your primary has a minimum engagement distance. Prevents unsafe close-range engagements and keeps you combat-effective.
- **Eye Protection:** The most critical safety item. Must be worn at all times, including while sleeping, as gameplay never stops.

Main Rucksack – Sustainment Gear

- **Sleeping System:** A good setup (sleeping bag, mat, bivy) ensures rest and endurance for multi-day events. Lack of proper sleep can severely impact performance.
- **Food & Water:** Milsim events do not provide food. Bringing enough sustenance and staying hydrated is vital for energy and endurance.
- **Cold/Wet Weather Gear:** Protects against harsh weather. Wet or cold conditions can lead to hypothermia, reducing your ability to function.
- **Contractor Trash Bags:** Keeping the venue clean prevents event cancellations and maintains a good relationship with landowners.



ALCOHOL & DRUGS

- **Alcohol Consumption:**
Alcohol may not be consumed from the start of the game day until the game officially ends.
- **Blood Alcohol Limit:**
Participants must have a **blood alcohol content (BAC)** of less than **0.02** to play.
- **Alcohol Testing:**
The organizer may perform an **alcohol test** if there is suspicion of intoxication.
- **Refusing an Alcohol Test:**
Participants may refuse an alcohol test but will be barred from the event for at least **24 hours**.
- **Illegal Drugs:**
The use of illegal drugs is strictly prohibited under Swedish law. The police will be contacted in cases of suspicion.



TERMINOLOGY



Command & Leadership Roles

- **CO (Commanding Officer)** – The highest-ranking officer in command of a unit or faction.
- **XO (Executive Officer)** – The **second-in-command** to a commanding officer, assisting with leadership and decision-making.
- **PLT (Platoon)** – A military unit consisting of **four to five squads**.
- **SL (Squad Leader)** – Commands an **entire squad**, which consists of **two fire teams**.
- **TL (Team Leader)** – Leads **one fire team** within a squad.

Support & Communications Roles

- **RTO (Radio Telephone Operator)** – Handles **radio communication** for their squad, platoon, or HQ.
- **SFR (Squad First Responder)** – A **squad medic** responsible for treating wounded players.
- **FO (Forward Observer)** – Calls in **artillery, airstrikes, or indirect fire** on enemy positions.
- **CP (Command Post)** – The **central location** where commanders plan and direct operations.



Infantry & Tactical Roles

- **RFLM (Rifleman)** – A **standard infantry soldier**, typically equipped with an assault rifle.
- **ENG (Engineer)** – Specializes in **demolitions, fortifications, or repairs**.
- **RECON (Reconnaissance Operator)** – Specializes in **gathering intelligence and stealth operations**.
- **QRF (Quick Reaction Force)** – A **rapid response unit** assigned to reinforce, rescue, or react to enemy threats or emergencies.

Weapons & Equipment

- **LMG (Light Machine Gun)** – A **portable automatic weapon** used for squad-level suppressive fire.
- **MMG (Medium Machine Gun)** – A **medium or general purpose machine gun** with increased firepower and range.
- **DMR (Designated Marksman Rifle)** – A **semi-automatic precision rifle** used for engaging mid-to-long-range targets.
- **AT (Anti-Tank Weapon)** – A **rocket launcher or explosive device** used to take down armored vehicles.

Gameplay & Engagement Rules

- **MED (Minimum Engagement Distance)** – The **closest range** at which a weapon can be legally fired at another player, ensuring safety.
- **ROE (Rules of Engagement)** – Defines when and how players are allowed to engage opponents.
- **AO (Area of Operations)** – The **designated battlefield or game area**.
- **PB (Patrol Base)** – A **temporary rest and resupply location** where teams regroup and plan operations.
- **POW (Prisoner of War)** – A captured enemy player.
- **FOB (Forward Operating Base)** – A **temporary base of operations** for launching attacks or resupplying.

Radio & Communication Terms

- **SITREP (Situation Report)** – A **status update** on the battlefield situation.
- **LACE Report** – A standardized **logistical status report**
- **RTB (Return to Base)** – A command instructing players to return to a designated **base or safe zone**.
- **Oscar Mike (On the Move)** – Used to indicate that a unit is **moving to a new location**.
- **Overwatch** – Providing **covering fire or reconnaissance** for advancing teammates.
- **LZ (Landing Zone)** – A **designated spot** for aerial vehicle insertion/extraction.

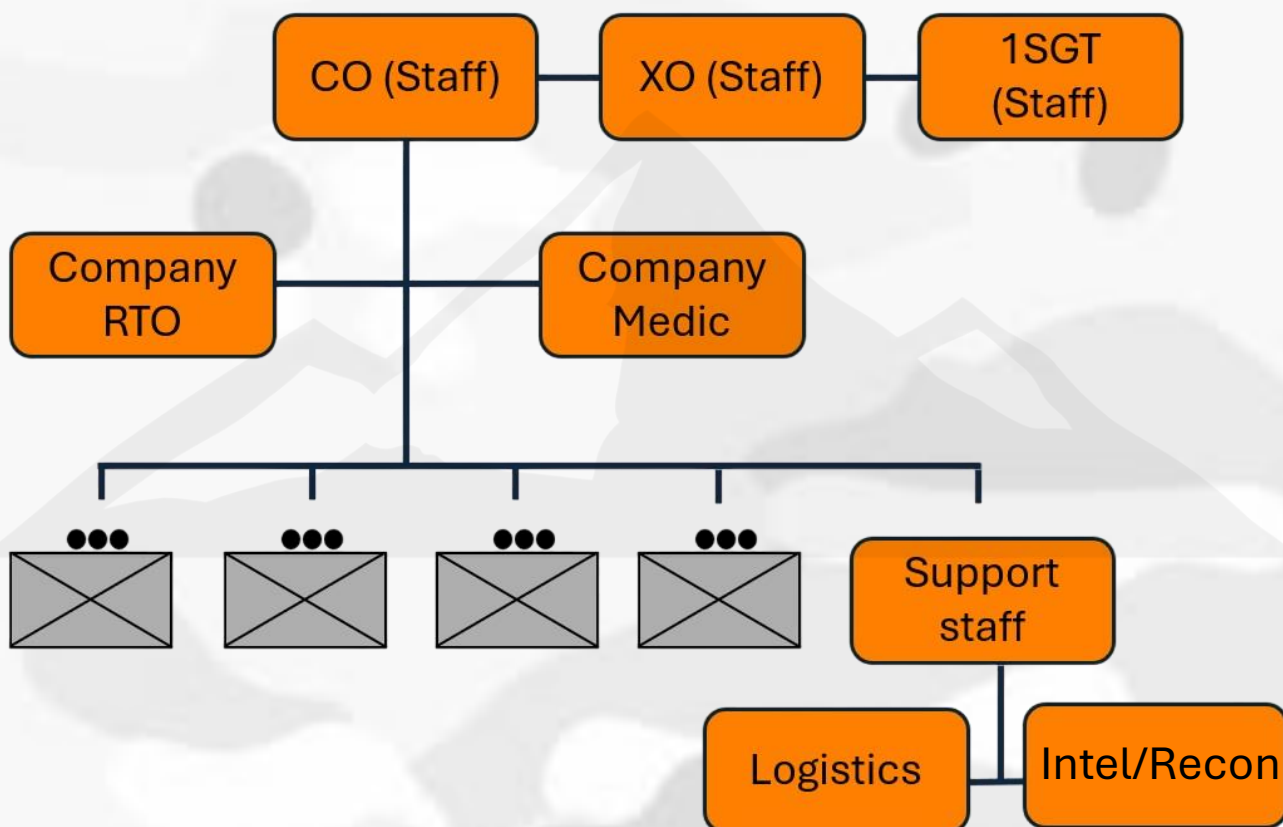


NORDIC MILSIM
MILITARY SIMULATION

COMMAND & MOS

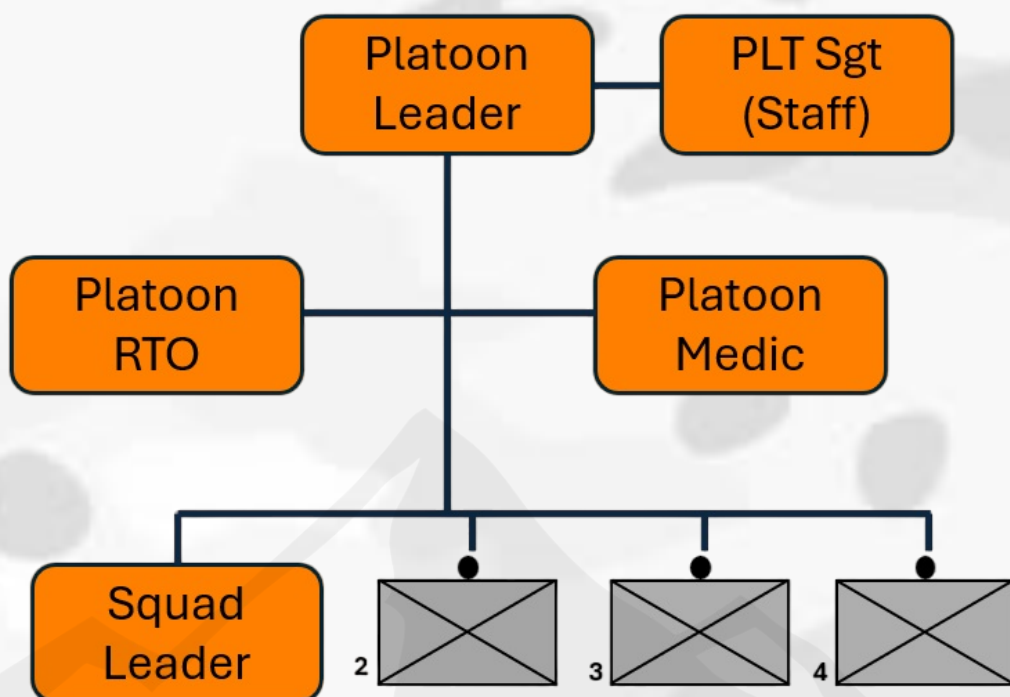


COMPANY COMPOSITION





PLATOON COMPOSITION



A Team Leader

B Team Leader

LMG or MMG

LMG

Rifleman

Rifleman

Medic

Rifleman / DMR



SQUAD COMPOSITION 8-10 MAN SQUADS

8 MAN SQUAD



9 MAN SQUAD



10 MAN SQUAD





NM STAFF & CADRES

Beyond Traditional Event Organizing

- Dedicated cadres embedded in the game
- Enhancing immersion & smooth event operations

Role of a Cadre

- Acts as a **platoon sergeant** within their platoon
- Ensures **player well-being & support**
- Serves as a **key link** between players & Nordic Milsim Staff
- Mentors platoon leaders to enhance leadership dynamics

Seamless Integration for Realism

- No high-visibility markers—cadres operate within the game
- Provides real-time support **without disrupting immersion**

Authentic Command Structure

- Factions led by **players with military experience or significant game experience**
- Effective communication & adherence to orders are crucial
- Essential gameplay elements: **ammo/IV resupplies, mission updates**

Nordic Milsim Leadership Structure

- **Commanders & Platoon Sergeants** → Appointed staff
- **Platoon Leaders, Squad Leaders & Team Leaders** → Regular players



CHAIN OF COMMAND

Following Orders

- **All players must follow orders** given by a senior officer.
- **Exceptions:** Orders can be disregarded if they:
 - Violate regulations or Swedish law.
 - Contradict organizer instructions (organizer decisions override player orders).
 - Exceed the capabilities or combat value of the unit.

Mutiny & Conflict Resolution

- Players are not allowed to initiate a mutiny.
- If conflicts arise with senior officers, report them to the organizer instead.

Delegation of Orders

- Players with command authority can distribute orders within their platoon and group.

Chain of Command Hierarchy

1. **Commander** (highest authority)
2. **Deputy Commander** (if appointed by the Commander)
3. **Platoon Sergeant (Organizer/Cadre role)**—can override the Platoon Leader)
4. **Platoon Leader** (reports to the Commander or Deputy Commander)
5. **Squad Leader** (reports to Platoon Leader or Senior Officer)
6. **Soldier** (follows orders from Squad Leader or Senior Officer)



COMMANDER (HQ)

Supreme Leadership & Coordination

- The Commander leads the entire faction as the supreme commander.
- Appointed and part of Nordic Milsim staff.

Understanding Platoon Capabilities

- Responsible for knowing the combat effectiveness and capabilities of each platoon.

Decision-Making & Game Experience

- Makes **strategic decisions** based on their best judgment and intent.
- Prioritizes both:
 - **Game experience** for participants under their command.
 - **Faction success** during the event.
- These priorities should not be seen as conflicting.

Appointment of Staff

- The Commander may appoint additional staff to assist in command and control.



PLATOON LEADER



Leadership & Guidance

- The Platoon Leader leads their platoon with the guidance of the Platoon Sergeant.
- The Platoon Leader is a regular player.

Understanding Platoon Capabilities

- Responsible for knowing the combat effectiveness and capabilities of their platoon.

Tactical Decision-Making

- Makes strategic decisions based on the platoon's strengths and limitations.

Communication & Orders

- Must maintain contact with event cadre and follow given orders.

Planning & Execution

- Orders are received by the Platoon Sergeant, but the Platoon Leader is responsible for planning and executing each mission. If the Platoon Leader needs assistance, they are encouraged to ask the Platoon Sergeant.



PLATOON SERGEANT



Guidance & Mentorship

- The Platoon Sergeant provides guidance and mentorship to the Platoon Leader.

Appointment & Role

- The Platoon Sergeant is event staff/cadre and is appointed by Nordic Milsim
- Orders from a platoon sergeant (NM Cadre) trumps all other instructions.

Player Mentorship & Game Quality

- The Platoon Sergeant mentors all players within their platoon.
- They are responsible for ensuring game quality and player experience.



PLATOON RTO



Designation & Appointment

- Each **platoon** may have **one designated Platoon RTO**.
- The **Platoon Leader or Platoon Sergeant** appoints the RTO.

Communication Duties

- The **Platoon RTO** manages communication between:
 - Their **platoon and other platoons**.
 - Their **platoon and HQ**.



SQUAD LEADER



Command Structure

- A **squad leader** commands **one squad**, consisting of **two fireteams**, within a **platoon**.
- They coordinate closely with the **platoon leader**, who is their direct superior.

Understanding Squad Capabilities

- The squad leader must be aware of their squad's combat effectiveness and capabilities to ensure effective decision-making.

Tactical Decision-Making

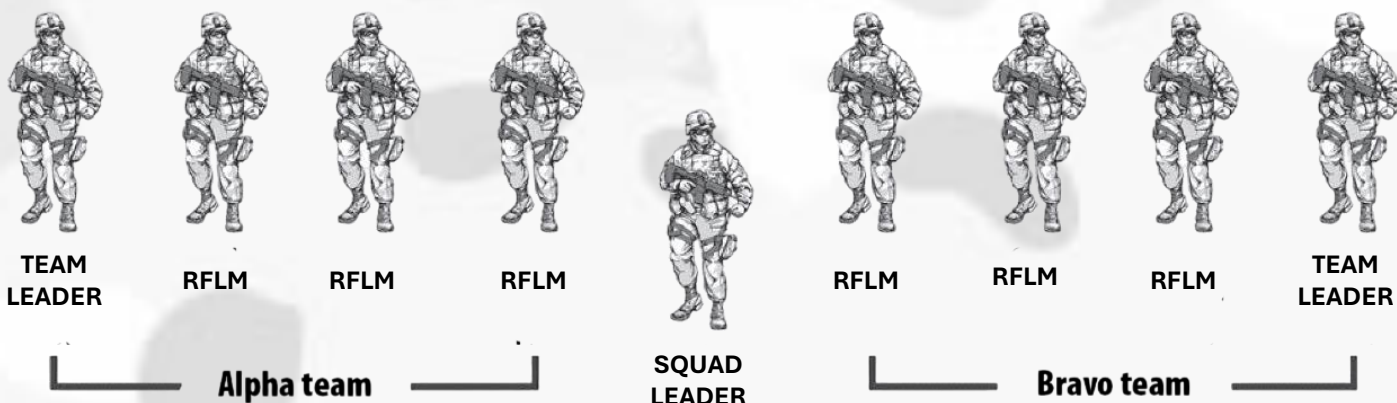
- The squad leader is responsible for making **tactical decisions** based on their squad's strengths and limitations.

Communication & Orders

- The squad leader must **maintain contact with the platoon leader** and **follow given orders**.

Ares Alpha Application Requirement

- The squad leader **must be able to install and run the Ares Alpha application** on their mobile phone.
- If they cannot, a **squad RTO (Radio Telephone Operator)** may be assigned to handle Ares Alpha on their behalf.



TEAM LEADER



Command Structure

- A **team leader** commands **one of two fireteams** within a **squad**.
- They report directly to the **squad leader**, who is their direct superior.

Understanding Fireteam Capabilities

- The team leader must be aware of their fireteam's combat effectiveness and capabilities to ensure effective performance.

Tactical Decision-Making

- The team leader is responsible for making **tactical decisions** based on their fireteam's strengths and limitations.

Communication & Orders

- The team leader must **maintain contact with the squad leader** and **follow given orders**.



TEAM
LEADER



RFLM



RFLM



RFLM



Alpha team

PLATOON & SQUAD MEDICS



The medics are the only players that can bring a player back in the game from the state of "dead"

Squad Medic

- In each squad, 1 player can be designated as a squad medic. These are appointed at the discretion of the squad leader.
- Squad medics are issued up to 4 IV's. They may carry more IV's if they are looted off of enemy players, but they should be stashed as soon as possible. The more IV's the medic carries, the more the enemy can loot from the medic.

Read more in IV's

Platoon medic

- In each platoon, 1 player can be designated as a platoon medic. These are appointed by the platoon leader/platoon sergeant.
- Platoon medics are issued up to 30 IV's
- Platoon medics set up CCP's and distribute IV's to squad medics

Read more in IV's





NORDIC MILSIM
MILITARY SIMULATION

GETTING HIT



CALLING YOUR HITS

You only call your and/or your teammates hits – not opponents.

Hit Surface: Anything attached to your body counts as a hit surface.

EXCEPT WEAPONS

Examples:

- Hat/Bonnie cap (including the brim).
- GoPro or other cameras.
- Backpack.

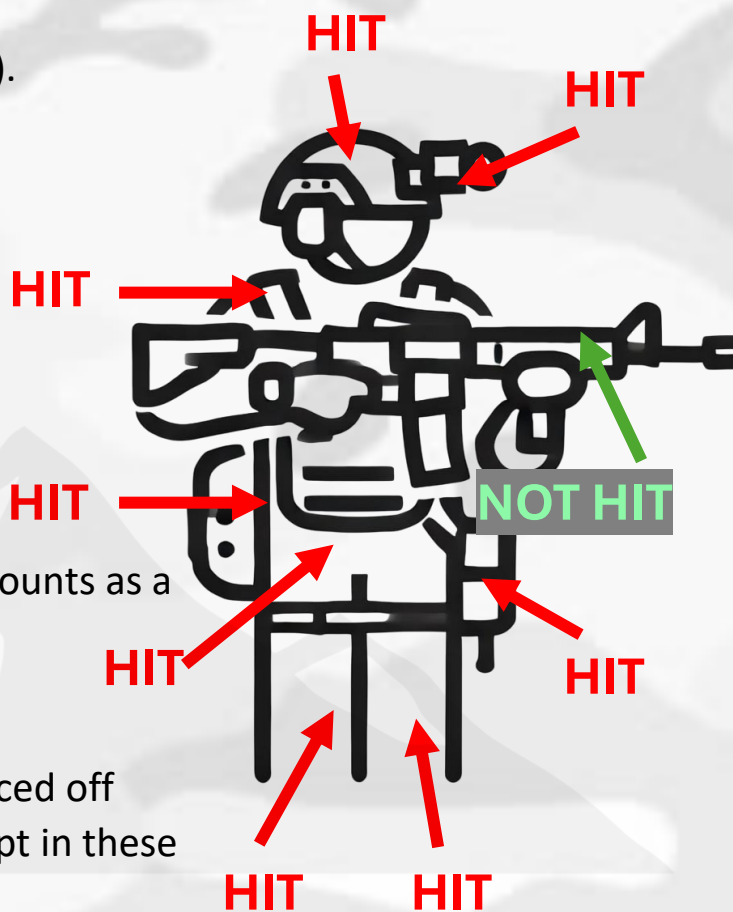
Uncertainty: If you are unsure whether you've been hit, you count as hit.

Friendly Fire: Being hit by friendly fire counts as a hit.

Ricochets:

Hits do not count if the BB clearly bounced off something else before hitting you, except in these cases:

1. The BB first hit a teammate.
2. The BB hit a soft cover first
3. You are unsure whether it was a ricochet.





WHEN HIT

You only call your and/or your teammates hits – not opponents.

When Hit:

- 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 **optional**, but are recommended when you have bled out
- For night operations, it is **optional** for players to place a dead rag over a white light to indicate a hit. No other flashing red lights or red light devices may be used as a substitute.
- Do not reload or test fire while waiting to be revived

While Hit:

- You may **only call for a "medic" or buddy-aid**. No other tactical communication is allowed. You are permitted to call for a medic over the radio, but only "medic" or yelling ("AHHH!").
- 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.





HARD & SOFT COVERS

We classify covers as either **hard** or **soft**:

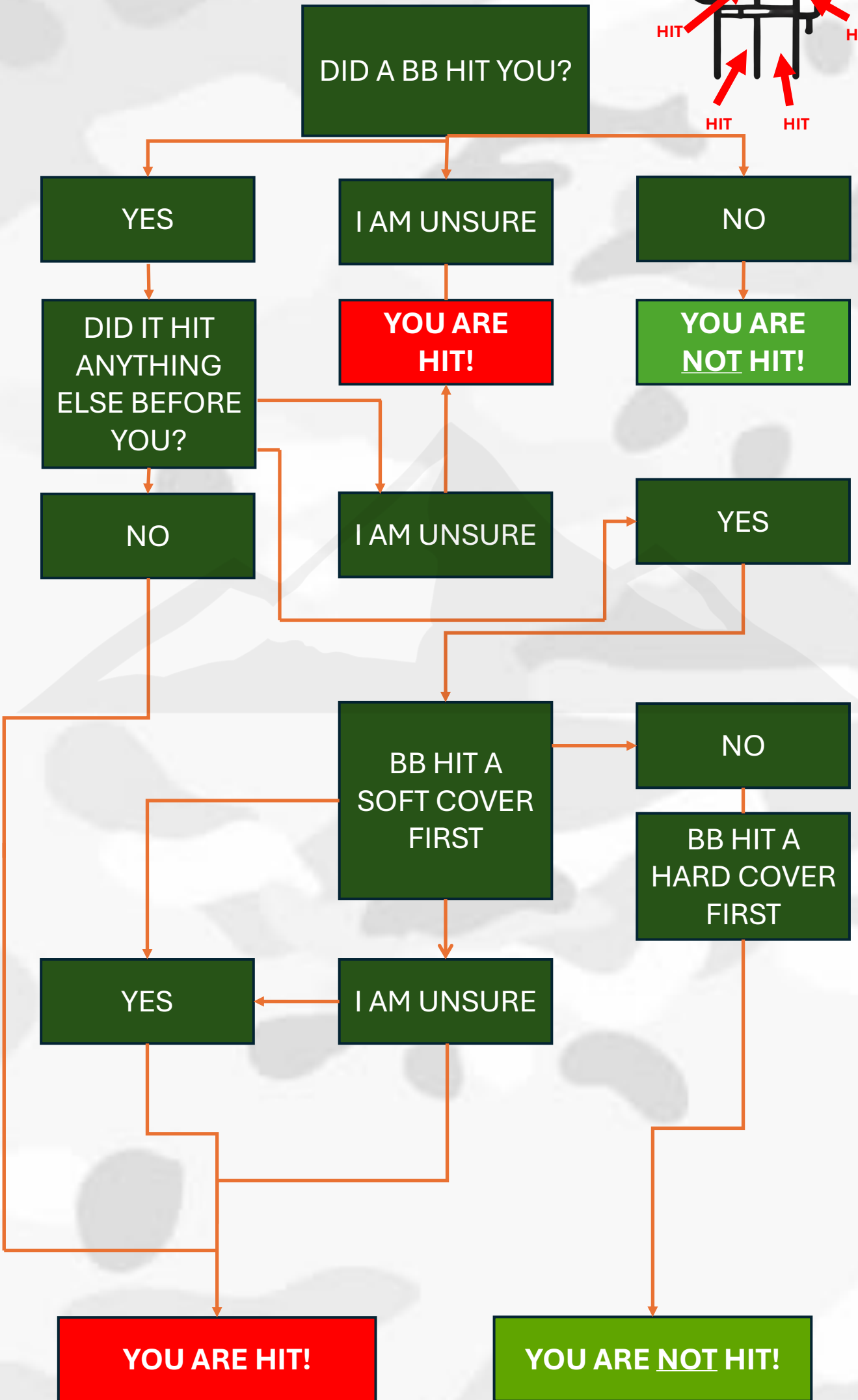
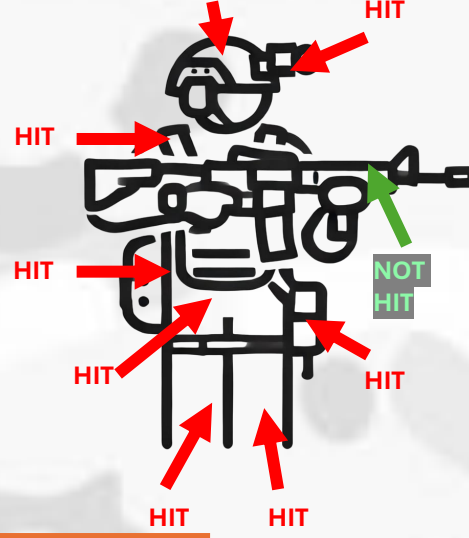
- **Hard Covers:** Provide protection against ricochets and frag grenades.
- **Soft Covers:** Do not provide protection against ricochets or frag grenades.

Examples of Covers:

- **Hard Covers (Solid and Protective):**
 - Trees
 - Stone/concrete structures
 - Walls
 - Doors
 - Weapons
- **Soft Covers (Non-Solid, No Protection):**
 - Wooden pallets
 - Furniture
 - Bushes
 - Dirt embankments
 - Teammates



AM I HIT OR NOT? (BB'S)





NORDIC MILSIM
MILITARY SIMULATION

**GETTING BACK TO THE
FIGHT**



GET BACK INTO THE FIGHT

After being hit, there are three ways to get back into the game:

1. Buddy Aid:

A teammate wraps your medical bandage around your arm according to the rules.

2. Medical treatment with IV:

A medic hands you an IV and stays with you while you consume it.

3. NM Staff (cadre) admin respawn at a CCP or Patrol Base:

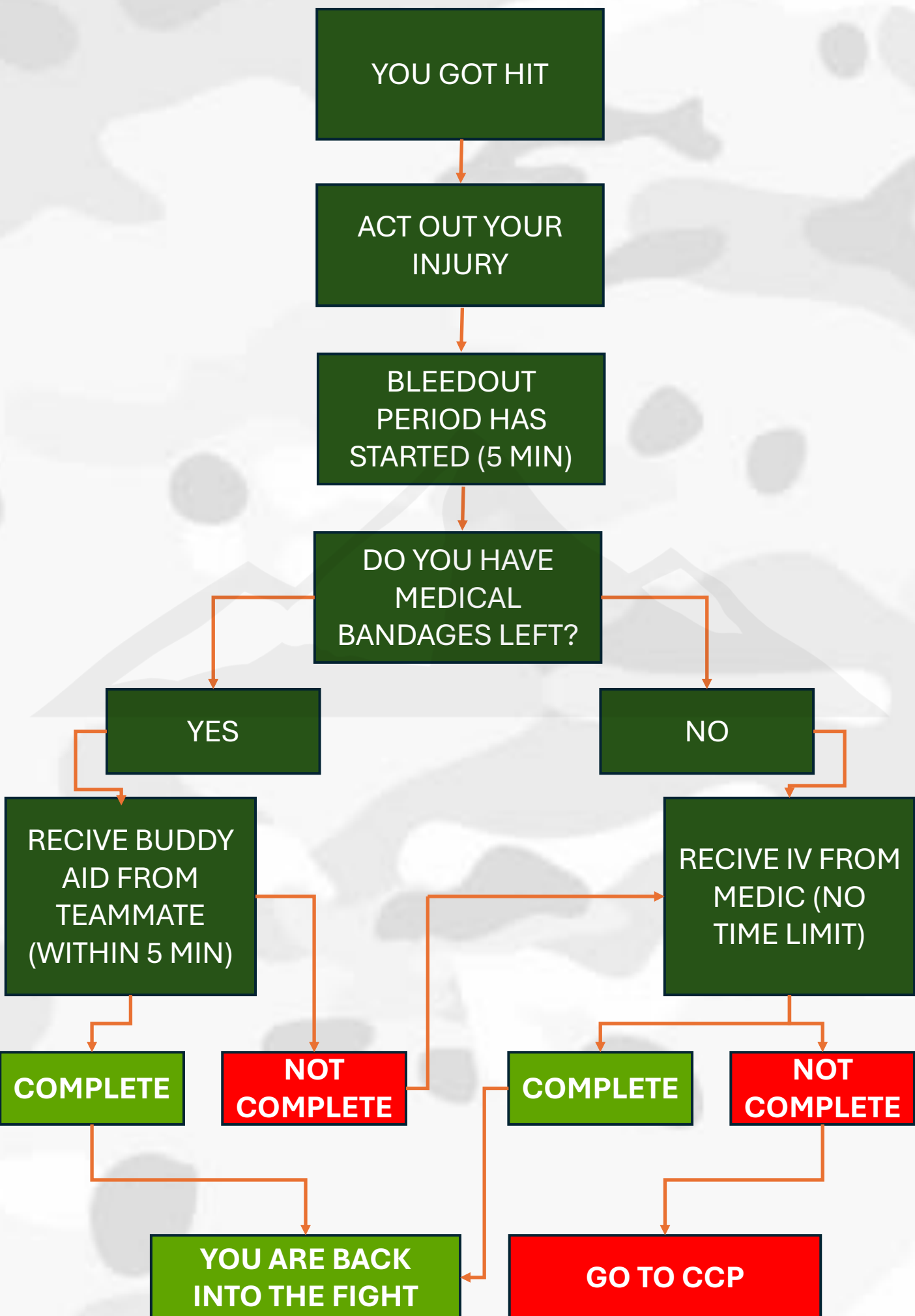
An NM staff can respawn players at a CCP or Patrol Base. This is a limited option to ensure the flow of the game.

Make sure to familiarize yourself with the specific procedures for each method before the event!





GETTING BACK TO THE FIGHT





CCP (CASUALTY COLLECTION POINT)

No Traditional Respawn Points

- Instead of respawn points, **CCPs are established** by the **platoon medic or HQ**.

Purpose of CCPs

- **Regrouping area** for wounded/dead players.
- Players receive **IVs** to re-enter the game.

Strategic Gameplay Element

- **CCPs can be raided** by the enemy and must be **defended**.
- **Can be moved anytime** based on tactical needs.

Positioning & Accessibility

- Should be **away from active combat** but still accessible.
- Location is determined by **platoon medic, HQ, and leadership**.

Rules for Using a CCP

- If you **bleed out**, you may walk to a CCP to get an IV and re-enter the game.
- Players can **self-administer an IV** from the supply cache, presence of medic(s) is mandatory.

Lootable Supplies

- CCP supplies are **in-game and can be stolen** if left unguarded.





IV'S

In order to get back into the game in the state of “dead” you need to receive a “medical IV”. IV’s are a limited in-game resource and is the only way for players to bring others back to “life”. Make sure to use them wisely and loot opponents IV’s when possible.

IV Simulation

- IVs are **simulated by plastic water flasks** provided by Nordic Milsim.

IV Process for "Dead" Players

- A “**dead**” player completes the medical IV process by **drinking the water** in the IV.

Recovery After IV Treatment

- After consuming an IV, you are **no longer “dead” or “wounded.”**
- You must **remove any medical bandages.**
- If hit again, it counts as a **new injury (first hit/wounded).**

Medics & IV Administration

- **Medics must hand you an IV** and be **present** while you consume it.
- **Medics can only treat one player at a time.**
- **Throwing an IV is not allowed.**
- **CCP Exception:** Medics may treat all players at a CCP.

IV Issuing

- **Squad Medics:** Are issued **4 IVs.**
- **Platoon Medics:** Are issued **20-30 IVs.**
- Squad and platoon medics may carry more IVs, but the standard issue amount should be enforced to prevent unnecessary loss of resources. Players may carry IVs if they are looted from enemy players, but they should be given to medics as soon as possible.

IV Management & Exchange

- **All empty IVs must be retained** by squad and platoon medics.
- Empty IVs are **exchanged for full IVs.**





BLEEDOUT

Mandatory First 5 Minutes:

- After being hit, you must remain in place for up to 5 minutes.

Bleed-Out Completion:

- If no buddy aid starts within 5 minutes, your bleed-out has ended, and you need an IV from a medic or CCP.

Exceptions apply to helmets and body armor- read specific rules under that section.

Moving During Bleed-Out:

- You are not allowed to move from the location you were hit

Exceptions:

- You were moved by another player. This must be done in a simulated way (think “real world scenario”)
- You moved to avoid interfering with an ongoing firefight (this cannot be used to gain a tactical advantage).



BUDDY AID



Who Can Perform Buddy Aid?

- **Any player** can perform buddy aid on another player.
- **Self-healing is not allowed.**

Medical Bandage Requirements

- Must be at least **6x400 cm (4 meters long)**.
- Can be longer but **not shorter** to ensure a **time-consuming process**.
- Real or fake tourniquets are **NOT** allowed as a substitute.

How to Perform Buddy Aid

- Locate the **wounded player's medical bandage** or use your own.
- **Wounded players cannot hand the bandage** to their teammate—tell them where to find it on your person.
- Wrap the **entire bandage** around their arm or leg.
- Secure the bandage **with a knot**, ensuring no more than **10 cm (4") of excess** is left hanging.

When Can a Wounded Player Speak?

- **Before receiving aid:** The only allowed (“tactical”) phrase is **"Medic!"**- RADIO OK – acting injury OK
- **Once aid begins:** As soon as the bandage **makes contact** with the wounded player's arm, they can speak freely again.

Combat Rules During Buddy Aid

- Both the **wounded player** and the **assisting player** are vulnerable and can be hit.
- If the **wounded** player is hit during buddy aid, they are considered **dead** or **blead out**
- The assisting player may **interrupt the process** to use their weapon if needed.
- A **wounded** player **cannot use weapons** until the buddy aid process is fully completed.

Wounded vs. Bleed Out

- **First hit:** You are **“wounded”** and can be healed by **any friendly player** with a bandage.
- If you receive a bandage **within 5 minutes**, you **stay wounded** but can **continue fighting** normally.
- If **no aid is received within 5 minutes**, you **bleed out** and must be revived by a **squad/platoon medic** at:
 - Your **bleedout location**
 - Your **Patrol Base**
 - A **Casualty Collection Point (CCP)** established by your platoon medic

Bandage Inventory & Respawns

- Players can only be healed as many times as they have **medical bandages per respawn (IV)**.
- **Standard Issue:** 1 bandage per respawn.
- **With helmet & body armor:** 2 bandages per respawn (see **Helmet & Body Armor rules**).
- Medical bandages are replenished after each respawn.
- **Bandages cannot be shared** to allow a player more heals than they are issued.



NORDIC MILSIM
MILITARY SIMULATION

SHOOTING & WEAPON RULES



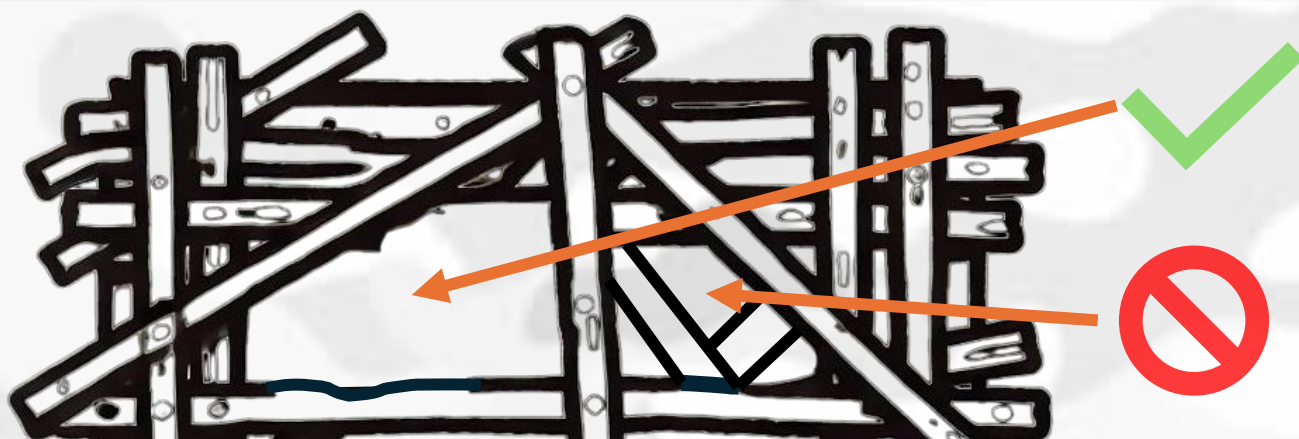
SHOOTING

Awareness While Shooting:

- Players must always be aware of their targets and surroundings. Shooting blindly around corners or through cover is not allowed.

Shooting Through Openings:

- **Outward Shooting:** Players cannot shoot out through openings smaller than 30x20 cm (the size of an A4 sheet of paper).
- **Inward Shooting:** Players can shoot into smaller openings, but only from a distance of 10 meters or more.





CQB "CLOSE QUARTERS BATTLE"

Allowed Weapons Indoors

Only weapons with a 0m MED may be used indoors when engaging other players in the same building or at ground level (up to 2.3 meters).

Higher Impact Weapons Indoors

Weapons exceeding 0m MED may be used indoors only if:

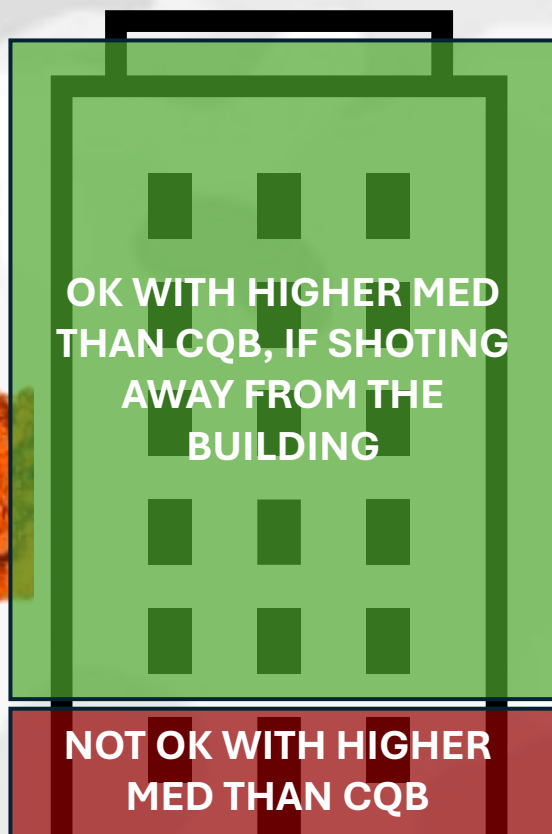
- The user is at least 2.3 meters above ground level.
- The target is outside the building the user is in.
- The minimum engagement distance is respected.

Barricades

- Barricading buildings or moving furniture indoors is not allowed.

Smoke Grenades Indoors

The use of smoke devices/smoke grenades indoors or throwing them into buildings is prohibited.





MINIMUM ENGAGEMENT DISTANCE (MED)

Weapon Classes and Minimum Engagement

WEAPON TYPE ALLOWED	JOULE LIMIT	MED
ASSAULT RIFLE & LMG	1.5 J	0 M
ASSAULT RIFLE & LMG	1.7 J	10 M
MMG	2.1 J	15 M
DMR	2.4 J	20 M
SNIPER RIFLE	3.3 J	30 M

Chronoing Process

- Chronoing must be done at the designated location and is measured using BB's provided by Nordic Milsim.

Weapon Adjustments After Chronoing

- Once chronoing is complete, it is forbidden to modify the weapon in any way that could affect its impact energy.

Approved Weapons Only

- Only weapons that have passed an approved chronoing may be used during the event.



AMMUNITION

BB Supply & In-Game Mechanics

- All BBs are provided by Nordic Milsim and function as an in-game resource and mechanic.
- 0.32g BBs is standard issue.
- BBs are distributed at check-in, with a standard issue amount based on weapon category. Additional BBs will be supplied during the event depending on mission success and at the discretion of NM staff.

BB Quantity & Reloading

- Players may carry as many issued /looted BBs as they wish and can reload anywhere, at any time (**EXCEPT** while waiting for buddy aid).
- BBs **NOT loaded in magazines** may be looted by opponents.
- Players are allowed to share and distribute issued/looted BBs within their faction freely.

Bringing Your Own BBs (ONLY with exceptions)

- Players **are not allowed** to bring their own BBs to the event. Violating this rule is considered serious misconduct and will result in ejection.
- **Exceptions apply** for players using specialized weapon systems such as DMRs and Snipers, or those requiring specific BB types. These players **must** contact NM staff in advance and hand in all their BBs at check-in. The BBs will be distributed during designated ammo resupply phases.

BB Restrictions

- **Biodegradable BBs Only** – Only BIO BBs are permitted.
- **Material Restrictions** – Airsoft BBs must not contain metal or ceramic materials.





SQUAD COMPOSITION WEAPONS

Weapons systems used is limited

Riflemen: No limit.

Machine Guns: Maximum of **two players per squad**, with the following restrictions:

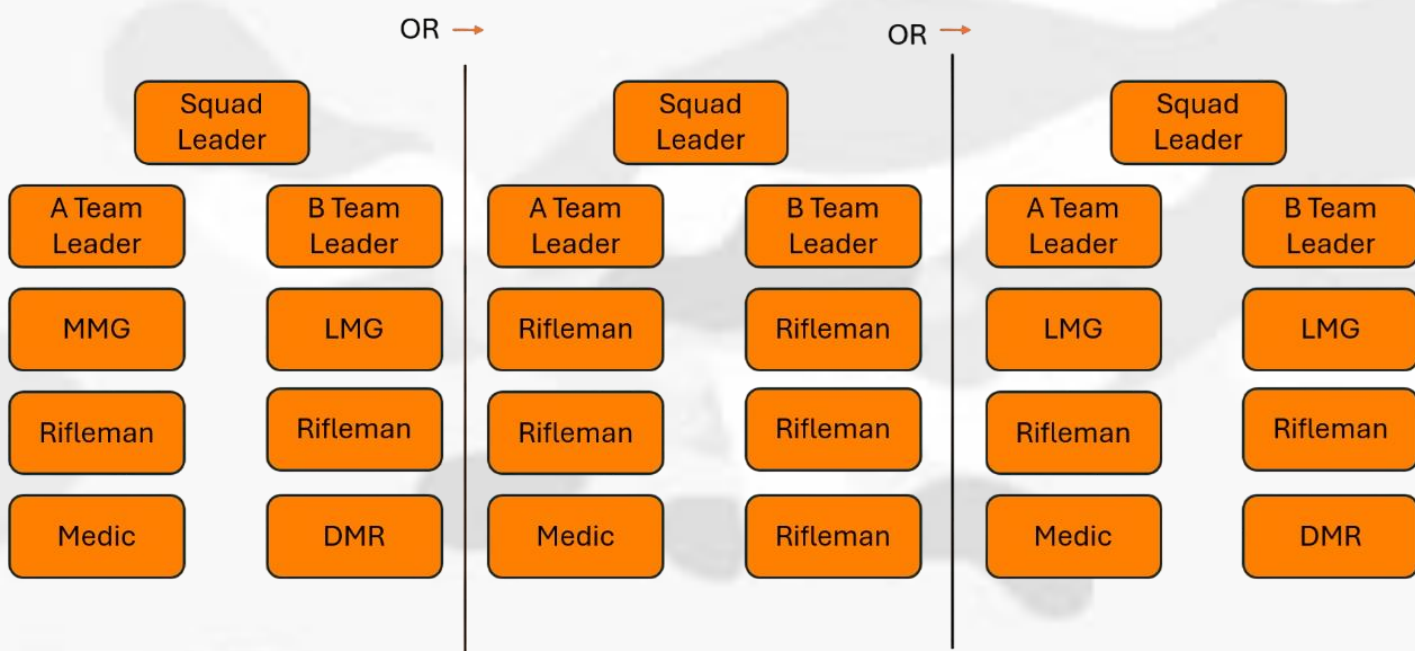
- Either **two LMGs** or **one LMG and one MMG**.

Designated Marksman Rifle (DMR): Limited to **one player per squad**.

Snipers: Maximum of **two players per faction**, available only to specific ticket holders (e.g., Recon).

Shields: Limited to **one shield per platoon**.

EXAMPLES





ASSAULT RIFLE

Weapon Category:

Weapons within this category can only be adjusted to the 1.5J (0m) & 1.7J (10m) MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Weapons in this category are permitted to fire in **both** semi-automatic and fully automatic modes.

Maximum Rate of Fire:

The maximum allowed rate of fire is **22 rounds per second (RPS)**.

Magazine Capacity Restrictions:

Real cap or Mid cap.



Restrictions:

All weapons must adhere to the specific ruleset of the faction that the player represents, e.g., AK74 for RUSFOR and AR15 for NATO.

Initial standard issue of ammo:

500 BB's



MED	JOULE LIMIT	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICT-IONS	AMMO ISSUE
0 METER	1.5	LOCKED REGULA TOR	SEMI & AUTO	22	Real or mid cap	FACTION SPECIFIC	500
10 METER	1.7	LOCKED REGULA TOR	SEMI & AUTO	22	Real or mid cap	FACTION SPECIFIC	500



LMG (LIGHT MACHINE GUN)

Weapon Category :

Weapons within this category can only be adjusted to the 1.5J (0m) & 1.7J (10m) MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Weapons in this category are permitted to fire in **both** semi-automatic and fully automatic modes.

Maximum Rate of Fire:

The maximum allowed rate of fire is **22 rounds per second (RPS)**.

Magazine Capacity:

Mid cap or box/drum mag.



Restrictions:

All weapons must adhere to the specific ruleset of the faction that the player represents, e.g., RPK-74 for RUSFOR and M249 for NATO.

Only one-two player per squad is permitted to use this weapon. (1 LMG & 1 MMG, or, 2 LMG & 0 MMG)

Initial standard issue of ammo:

1500 BB's



MED	JOULE LIMIT	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICT-IONS	AMMO ISSUE
0 METER	1.5	LOCKED REGULA TOR	SEMI & AUTO	22	Mid cap or box/ drum mag	FACTION SPECIFIC 1-2 player per squad	1500
10 METER	1.7	LOCKED REGULA TOR	SEMI & AUTO	22	Mid cap or box/ drum mag	FACTION SPECIFIC 1-2 player per squad	1500



MMG (MEDIUM MACHINE GUN)

Weapon Category :

Weapons within this category can only be adjusted to the 2.1 MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values. For MMG's you will always have a 15 m MED.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Weapons in this category are permitted to fire in **both** semi-automatic and fully automatic modes.

Maximum Rate of Fire:

The maximum allowed rate of fire is **22 rounds per second (RPS)**.

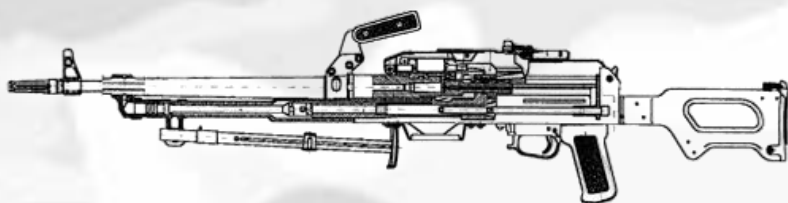
Magazine Capacity

Box/ drum mag

Restrictions:

All weapons must adhere to the specific ruleset of the faction that the player represents, e.g., PKM for RUSFOR and M240 for NATO.

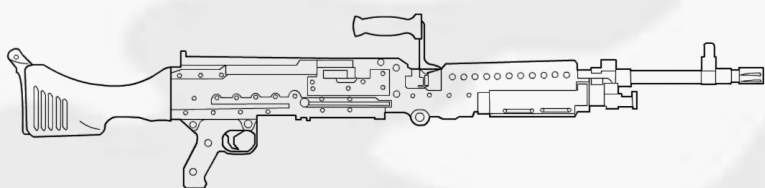
Only one player per squad is permitted to use this weapon. (1 LMG & 1 MMG, or, 2 LMG & 0 MMG)



Initial standard issue of ammo:

3000 BB's

MED	JOULE LIMIT	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICT-IONS	AMMO ISSUE
15 METER	2.1	LOCKED REGULAT OR	SEMI & AUTO	22	Box/ drum mag	FACTION SPECIFIC 1 player per squad	3000





DMR (DESIGNATED MARKSMANS RIFLE)

Weapon Category :

Weapons within this category can only be adjusted to the 2.3 MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values. For DMR's you will always have a 20 m MED.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Weapons in this category are **only** permitted to fire in semi-automatic mode. Binary triggers are **not allowed!**

Maximum Rate of Fire:

The maximum allowed rate of fire is **22 rounds per second (RPS)- One BB per trigger pull.**

Magazine Capacity:

Magazine capacity restrictions 100 BB's.

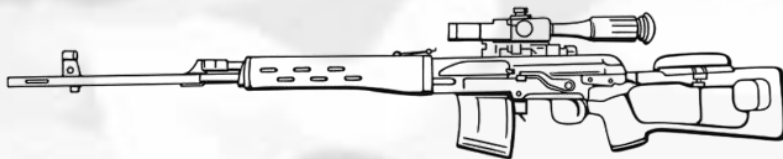
Restrictions:

All weapons must adhere to the specific ruleset of the faction that the player represents, e.g., SVD for RUSFOR and SR-25 for NATO.

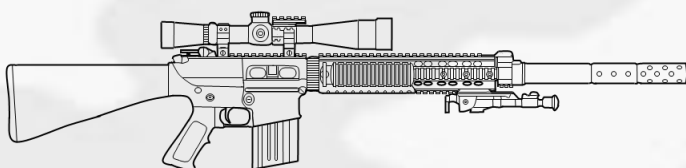
Only one player per squad is permitted to use this weapon.

Initial standard issue of ammo:

500 BB's

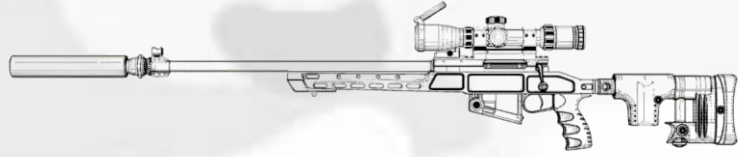


MED	JOULE LIMIT	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICT-IONS	AMMO ISSUE
20 METER	2.3	LOCKED REGULAT OR	SEMI	22 – one BB per trigger pull	100	FACTION SPECIFIC 1 player per squad	500





SNIPER RIFLES



Weapon Category :

Weapons within this category can only be adjusted to the 3.3 MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values. For sniper's you will always have a 30 m MED.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Sniper weapons must be repeaters, defined as requiring a manual bolt action for each BB fired.

Magazine Capacity:

Magazine capacity restrictions 30 BB's.

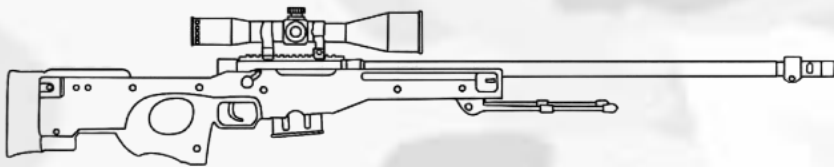
Restrictions:

All weapons must adhere to the specific ruleset of the faction that the player represents, e.g., RUSFOR – any bolt and NATO – any non Russian manufactured.

Only one-two players per faction is permitted to use this weapon, and only certain ticket holders (unit types).

Initial standard issue of ammo.:

250 BB's



MED	JOULE LIMIT	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICT-IONS	AMMO ISSUE
30 METER	3.3	LOCKED REGULAT OR	BOLT ACTION	BOLT ACTION	30	FACTION SPECIFIC 1-2 players per faction – certain ticket holders	250



PISTOLS

Weapon Category :

Weapons within this category can only be adjusted to the 1.5J (0m) MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Weapons in this category are permitted to fire in **both** semi-automatic and fully automatic modes.

Maximum Rate of Fire:

The maximum allowed rate of fire is **22 rounds per second (RPS)**.

Magazine Capacity:

Magazine capacity restrictions 50 BB's (real cap or mid cap).



Restrictions:

None

Initial standard issue of ammo.:

Combined with the primary weapon system. If no other weapon system – 250

MED	JOULE LIMIT	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS	AMMO ISSUE
0 METER	1.5	LOCKED REGULATOR	SEMI & AUTO	22	50	NONE	Combined / 250



OTHER SUPPORT WEAPONS

Shotguns:

Weapons within this category can only be adjusted to the 1.5J (0m) MED limit. A lower impact energy is allowed, but MED will be based on your highest Joule reading and must not exceed the stated maximum values.

External Air Source:

Weapons with an external air source must have a locked regulator to prevent in-field adjustments.

Firing Mode:

Weapons in this category are permitted to fire in **both** semi- & burst mode (max 12 BB's per shot)

Maximum Rate of Fire:

The maximum allowed rate of fire is **22 rounds per second (RPS)**.

Magazine Capacity:

Magazine capacity restrictions 30 BB's.

Restrictions:

None

Initial standard issue of ammo.:

Combined with the primary weapon system. If no other weapon system – 250

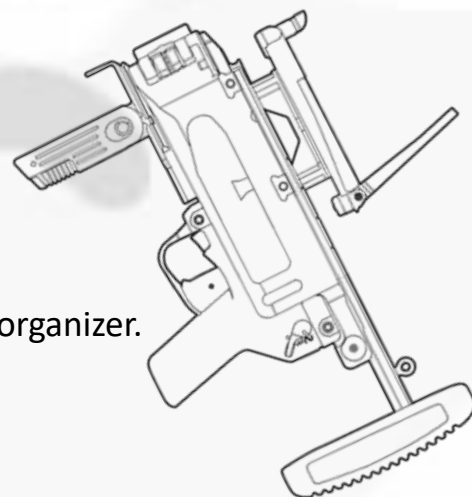


Grenade Launchers:

- Only “pyro grenade launchers” such as TAG-IN are allowed.
- These are only allowed if deemed safe by the organizer. (no fire hazards)
- Launcher **HE-type grenades** follow the same hit radius rules as handheld frag grenades.
- Launcher **Smoke-type grenades** follow the same hit radius rules as regular smoke grenades
- MED 30m (**DO NOT USE AS A CQB TOOL**)
- Ammo supply: unrestricted

Other Weapon Systems:

- Systems such as AT-weapons are provided by the organizer.





GRENADES

Responsibility:

The player who throws a grenade is responsible for ensuring it lands safely and does not cause accidents, such as fires. The player must also clean up any remains.

Heavy grenades, such as TRMR or Quake, are not allowed to be thrown in a manner where they could land at shoulder-to-head level of the recipient.

Announcing Grenades:

Players must shout "Grenade" or "Granat" before throwing a grenade.



Sound Emissions:

Only grenades that emit sound are allowed as frag grenades.

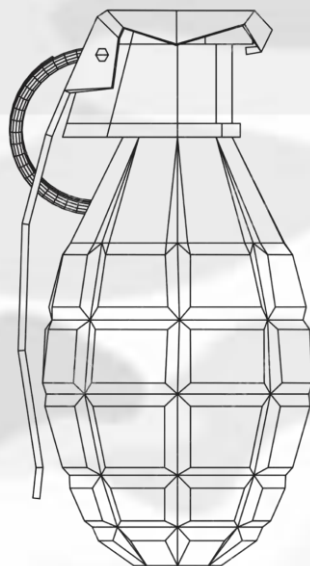
Effect Radius:

- Grenades kill all players within a 5-meter radius or in the same room.
- Only hard covers provide protection from grenades.

Examples of Protection:

-Hard Covers (Effective Protection):

- Tree
- Stone
- Wall
- Door



-Soft Covers (No Protection):

- Wooden pallet
- Furniture
- Bush
- Dirt embankment

Flame/Ignition Grenades:

Grenades with any form of flame or ignition must be pre-approved by the organizer if there's a fire risk.

Approved Grenades:

Only commercially available grenades designed for airsoft use are allowed and must meet all restrictions. – Exceptions may be allowed with prior approval from organizer

Sound Limit:

Grenades emitting sound must not exceed **130 dB**.



MINES

Anti-Personnel Mines

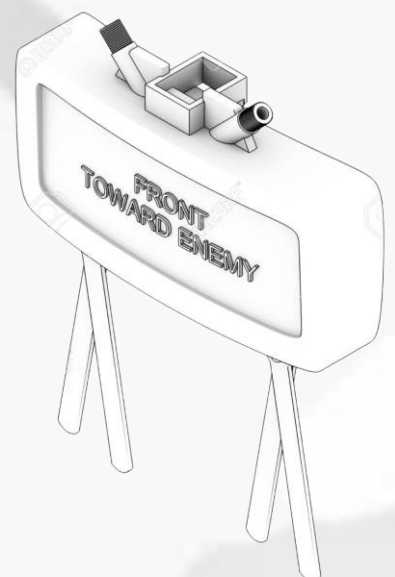
- Anti-personnel mines must be commercial airsoft mines or grenades that emit sounds no louder than **120 dB**.
- Improvised personal mines may be constructed provided they cannot fall or land in a manner that causes them to detonate at the torso-to-head level of a target player.
- These mines eliminate everything within a 5-meter radius, and no protection applies.

Vehicle Mines

- Vehicle mines are provided by the organizer..
- Vehicle mines must be visibly placed on roads.
- If a vehicle mine is on a road, vehicles cannot pass.
- Vehicle mines can be booby-trapped with anti-personnel mines.

To remove a land mine:

- A player must stay near it for 15 minutes to deactivate it.
- If interrupted (e.g., enemy fire forces them to move), the timer must restart.
- Once deactivated, the land mine must be placed in a vehicle for retrieval by staff.





KNIFES & LATEX WEAPONS

- **Carrying Sharp Objects:**

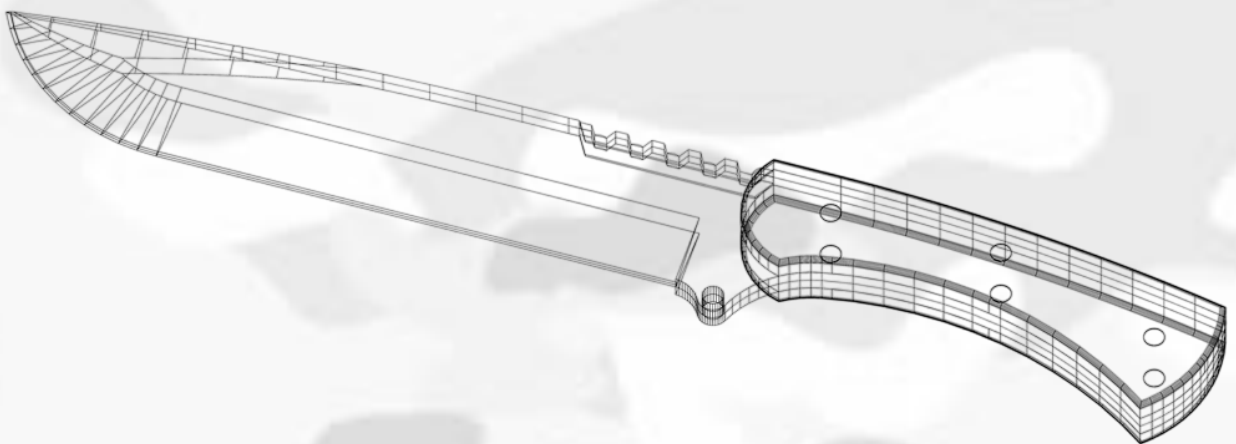
Players are allowed to carry knives or other sharp objects as part of their equipment.

- **Use of Sharp Objects:**

Sharp knives or objects must never be used, threatened to be used, or pointed at any player (ally or opponent).

- **Prohibited Items:**

Latex and plastic knives, as well as other "boffer weapons," are not allowed. There are no "melee kills" at our events.



INTENT OF RULE: There is no need to use a boffer weapon, as it can be difficult to distinguish between a real knife and a fake one in the heat of the moment. A real knife serves a practical purpose as a tool, while a boffer is solely intended for use against another person, which is not permitted.



SHIELDS

Allowed Shields

- Only real ballistic shields or weighted replicas are permitted.
- Riot shields are **NOT** allowed.

Shield Carrier Requirements

- Must wear a vest with weighted plates & a ballistic helmet.
- Can only use a pistol or an SMG.

Platoon Limit

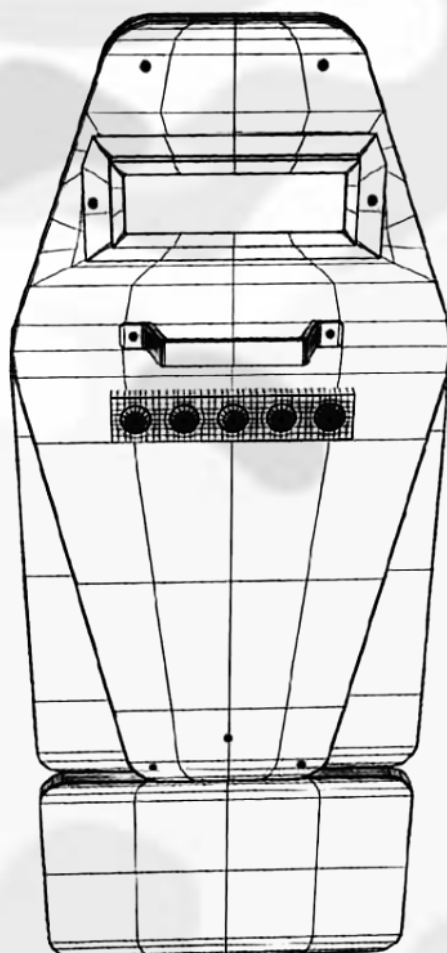
- Only 1 shield per platoon.

Moving the Shield:

- If the shield is taking sustained fire, the shield must remain in place or move backwards.

Grenade Rules:

- **Lands in front?** Shield blocks the explosion.
- **Lands behind?** Normal grenade rules apply.



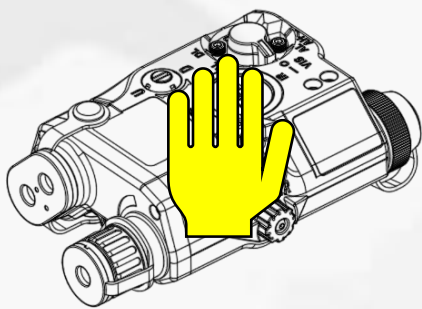


NORDIC MILSIM
MILITARY SIMULATION

GEAR RULES



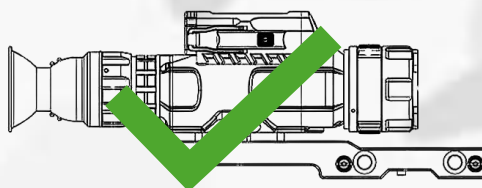
LASERS, THERMAL & NVG'S



LASERS:

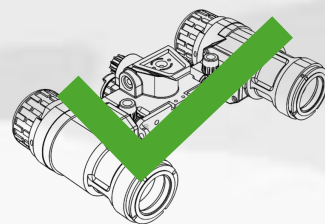
Visible lasers are not allowed.

IR lasers are generally prohibited but may be allowed if explicitly approved by Nordic Milsim before the event.



THERMAL:

ALLOWED



NVG:

ALLOWED

INTENT OF RULE: The limitation on lasers is due to the fact that overly powerful lasers can easily damage eyesight if directed at the eyes. We have no means of measuring this, and it is difficult to trust the strength specified by manufacturers, especially for lasers from sources such as China.



HELMET & BODY ARMOR

Helmet & Body Armor Bonus:

Wearing a replica or real ballistic helmet along with replica or real ballistic body armor WITH weighted plates (minimum "dry weight" of 3 kg, excluding accessories) provides the following benefits:

- **+10 minutes bleedout time**
- **1 additional medic bandage**

Stacking Bonuses:

If both a qualifying helmet and body armor are worn, the bonuses stack with existing values, resulting in:

- **Total, 15 minutes total bleedout time**
- **Total, 2 medical bandages**

Soft Armor:

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

Staff Checks:

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

Armor must be worn:

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.





NATO & RUSFOR CAMO and WEAPONS

Faction Rules & Equipment Guidelines

- Follow your faction's rules for **camouflage, weapons, and gear**.
- Replicating your unit's appearance enhances **game immersion** and is **encouraged** , **HOWEVER**, only rulebook regulations are mandatory.
- The use of extended camouflage (such as leaf and ghillie suits) should have an in-game reason (unit impression such as FSB/SSO or recon unit), regular infantrymen rarely use extended camo systems.

Restrictions & Identification

- **Limited approved gear** to enhance game immersion.
- Since armbands are optional (except for multicam uniform on RUSFOR which requires armband), factions must recognize enemy units **via OPORD details**.

Custom Loadouts & Approval

- **Pre-approved** camo, weapons, and gear require **no registration**.

Custom setups can be allowed if:

- At least **4 players** within the same group utilizes the same gear & weapon setup.
- It matches the time period (post 2000 era).
- It matches the faction (e.g. NATO or RUSFOR ally).
- Nordic Milsim Staff are notified in advance and pre-approved by Nordic Milsim staff

ASK IF UNSURE!

To overview the full faction rule set: [Click here](#)



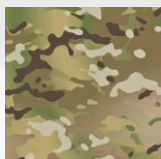


NATO CAMO and WEAPONS

NATO PATTERNS



M90



MULTICAM



RG/OD

NATO WEAPONS

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)

NATO GEAR



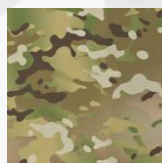
M90



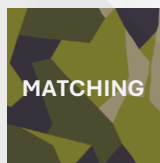
TAN



COYOTE



MULTICAM



MATCHING

MATCHING

TO SEE FULL FACTION RULES VISIT OUR WEBSITE:

[CLICK HERE](#)



RUSFOR CAMO and WEAPONS

RUSFOR PATTERNS

Any current or formerly used Russian camo pattern is allowed.

CURRENTLY USED



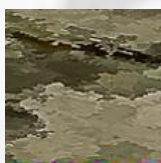
EMR



EMR AUTM



MULTICAM

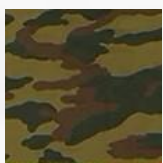


ATACS-IX



ATACS-FG

FORMERLY USED



FLORA



PARTIZAN



BERZERKA



GORKA



SKOL

RUSFOR WEAPONS

RIFLE: AK variants, short barrel RPK16, PP19, AS VAL

LMG: RPK74 variants, **long barrel** RPK16

MMG: PK variants, RPD

DMR: SVD variants, VSS, AS VAL

SNIPER: Any bolt rifle

RUSFOR GEAR



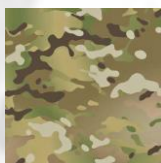
GREEN



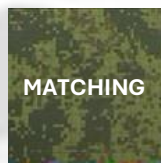
TAN



COYOTE



MULTICAM



MATCHING

TO SEE FULL FACTION RULES VISIT OUR WEBSITE:

[CLICK HERE](#)



NORDIC MILSIM
MILITARY SIMULATION

VEHICLES & DRONES



VEHICLES

Eye Protection for Crews

- All vehicle crew members must wear eye protection at all times.

Passenger Helmet Requirement

- All passengers in the bed of a vehicle must wear a helmet with the chin strap secured.

Driver Eligibility

- All drivers must be legally allowed to drive.

Authorized Driving Areas

- Vehicles are only permitted to drive on roads. Off-road driving is prohibited.

Driver & Assistant Requirement

- While the vehicle is mobile, it must always have a driver and an assistant driver to ensure safety.

Searching Vehicles & Occupants

- If a vehicle is destroyed or its occupants eliminated, its contents and passengers may be searched if they consent.

Hazard Light Indicator

- If a vehicle has hazard lights on, it is either out of play or destroyed.

Speed Limit

- Follow the **30 km/h speed limit** set by Nordic Milsim.

Headlights Requirement

- Headlights must remain on at all times.

Vehicle Owner Responsibility

- **Owners are fully liable** for any damage to their vehicles





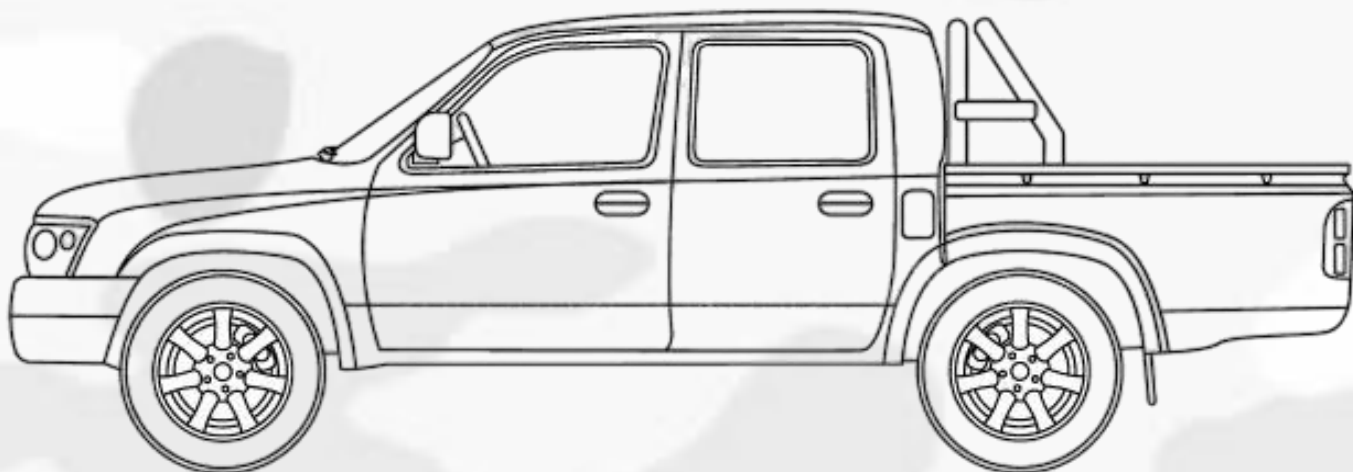
UNARMORED VEHICLES

Vehicle Destruction:

- If hit by any rocket or grenade, the vehicle is considered "destroyed" and the occupants are considered hit.
- Unarmored vehicles can be destroyed by a sustained burst of BBs to the engine block.
 - If destroyed by BBs, occupants can dismount and continue fighting.

When "Destroyed":

- **Troop or logistics vehicle:** Out of play for **1 hour**.
- **Gun truck:** Out of play for **2 hours**.
- Hazard lights must be turned on to indicate destruction.
- Vehicle must RTB to faction HQ





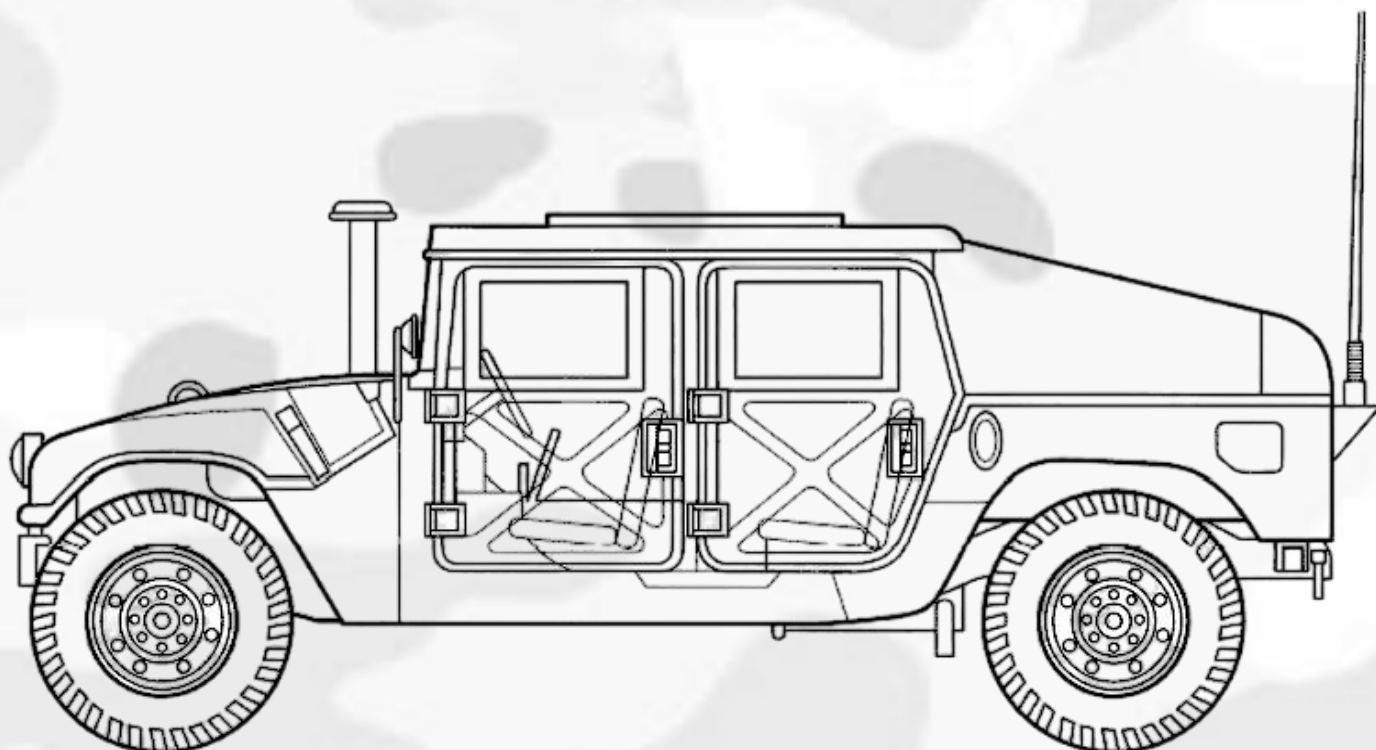
SOFT-SKIN ARMORED VEHICLES

Vehicle Destruction:

- Soft-skin armored vehicles cannot be destroyed by BBs or hand-thrown grenades that land outside of the vehicle.
- If hit by an underbarrel or shoulder fired grenade/rocket, the vehicle is considered "destroyed".
 - If destroyed by a single rocket or underbarrel grenade, the occupants can dismount and continue fighting.
 - If destroyed by two or more rockets or underbarrel grenades, the occupants are considered hit (normal hit rules apply).

When "Destroyed":

- **Troop or logistics vehicle:** Out of play for **1 hour**.
- **Gun truck:** Out of play for **2 hours**.
- Hazard lights must be turned on to indicate destruction.
- Vehicle must RTB to faction HQ





HARD-SKIN ARMORED VEHICLES

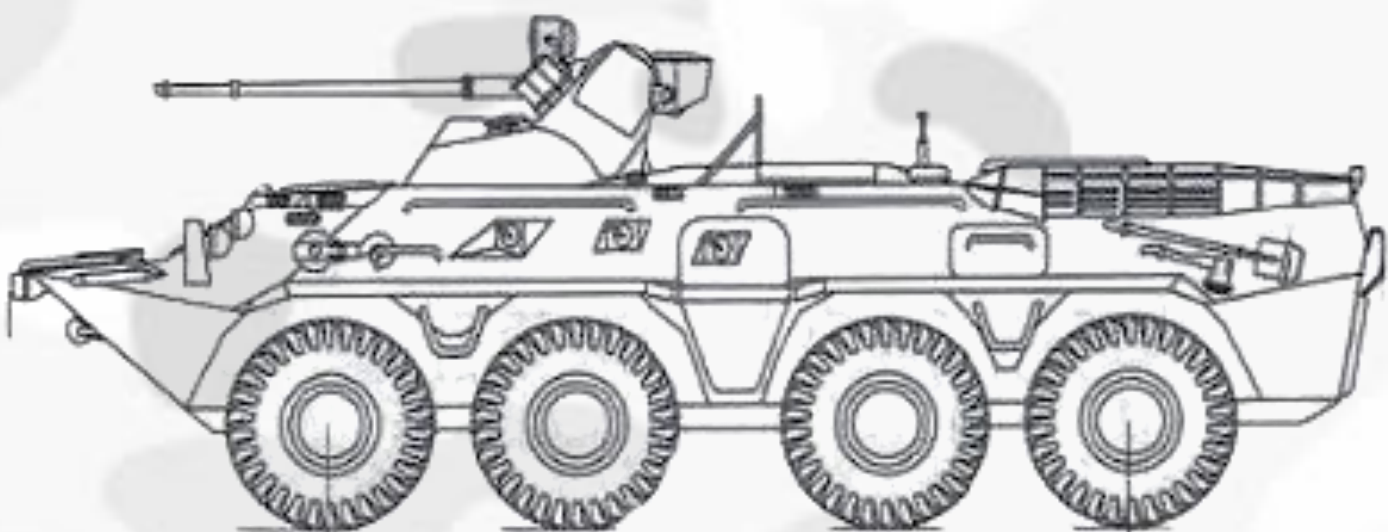
Vehicle Destruction:

- Hard-skin armored vehicles cannot be destroyed by BBs or hand-thrown grenades that land outside of the vehicle.
- If hit by 2 underbarrel or shoulder fired grenades/rockets, the vehicle is immobilized and cannot move until the attacking force is eliminated.
- If hit by 3 underbarrel or shoulder fired grenades/rockets, the vehicle is considered "destroyed" and the occupants can dismount and continue fighting.
- If hit by 4 underbarrel or shoulder fired grenades/rockets, the vehicle is considered "destroyed" and the occupants are considered hit (normal hit rules apply).

When "Destroyed":

- White or black smoke grenade/device must be used when the vehicle is destroyed
- Out of play for **2 hours**.
- Hazard lights and/or high-vis flag/vest must be used to indicate destruction.
- Vehicle must RTB to faction HQ

while in the eliminated state.





DRONES

Certification Requirement:

A drone pilot certification is legally required to fly drones in Sweden.

Regulations:

Drone operators must follow the Civil Aviation Administration's regulations for flying at the specified time and place.

Role of Drones:

Drones function as reconnaissance agents during gameplay.

Prohibition Against Shooting Drones:

It is strictly forbidden to shoot at or damage a drone, whether it is in the air or on the ground. Treat drones as if they are UAVs flying 5000 meters up in the air.

Eliminating Drones:

Drones can only be eliminated by eliminating the operator.

Anti-Drone Countermeasures

Anti-Drone props may be used in game. Cadre will notify when these props are active. While anti-drone props are active, drones may not be flown. If the drone is mid-flight when the anti-drone prop is activated, the drone must be returned to the operator immediately.

Eliminated Players and Drones:

Eliminated players may continue to fly, film, or return their drone, but they are not allowed to use or share the information gathered by the drone for in-game purposes while in the eliminated state.





NORDIC MILSIM
MILITARY SIMULATION

GAME MECHANICS & PROPS

PATROL BASES



Base Relocation

- **Base locations may be moved at least once** during the event unless otherwise specified by staff.

Sleeping Arrangements & Car Access

- **Patrol bases will never be in or near parking lots.**
- Participants **must sleep outdoors**—returning to your car to sleep is **not allowed** as it breaks the spirit of the game.
- If you need to return to your car for gear (e.g., spare replica), **check with cadre first.**

Attack & Nighttime Engagements

- **Patrol bases can be attacked at any time without notice**—you **can** be shot while asleep.
- To avoid this, **pull watch shifts** with your platoon.

Shared Base Security Responsibility

- **Base security is a faction-wide effort.**
- Avoid making excuses to skip watch duty—doing so **puts your entire team at risk** of being overrun or shot in their sleep.

Engaging Sleeping Players

- If attacking someone who is sleeping, **be respectful.**
- **One or two shots is enough**—do **not** empty half a magazine into someone's sleeping bag.

Living From Your Pack

During the event, you will **carry all necessary supplies in your pack:**

- **Initial drinking water**
- **Food**
- **Sustainment equipment**

You must **hike from the parking lot to your initial patrol base** carrying your gear.

Setup at the Patrol Base

- Upon arrival, **wait for cadre instructions** before unpacking.
- **Do not immediately empty your pack.**

Pack Discipline & Etiquette

- Only **remove essential items** from your pack when needed.
- **Keep your gear packed** until the designated **rest cycle begins.**
- After resting, **repack your sleeping items**—failure to do so delays the entire platoon when relocating the patrol base.



Patrol Base Safety & Relocation Requests

- The patrol base is **your designated sleeping area.**
- If you have **safety concerns**, inform cadre.
- **Do not relocate on your own**—moving without permission is **against safety rules and the spirit of the game.**



LIVING OUT OF YOUR PACK

Be Self-Sufficient:

- You must carry all your necessary gear—including water, food, and sustainment items—in your backpack from the start to the finish of the event.

Pack Smart:

- Organize your pack so that essentials are easily accessible. You'll be hiking from the check-in area to various patrol bases, so keeping your load manageable is key.

Carry with Flexibility:

- While you need to be able to transport all your equipment between patrol base locations, you are not required to wear your pack at all times. You won't be expected to fight with your fully loaded backpack continuously.

Tents Policy:

- Tents are prohibited for all ticket holders except for those in HQ and QRF/Logistics roles. Bivy bags and hammocks are the best options.

Adapting to Movement:

- The patrol base may change locations based on game progression and tactical decisions. Rely on portable, lightweight solutions instead of cumbersome setups, since heavy or time-consuming equipment like tents are not practical for most participants.

Special Considerations for Recon Units:

- Recon units operate independently. They must be prepared to relocate frequently, cover longer distances, and secure their own areas. Their equipment requirements may differ to accommodate these unique responsibilities.

Team Responsibility:

- Remember, you are part of a team. Contribute to base security, support your platoon, and stay prepared at all times. Your planning and cooperation not only enhances your experience but also builds valuable skills that extend beyond the game.





LOOTING & BEING LOOTED

Who Can Be Searched?

- All players may be searched for BBs, IVs, or intelligence when they are "wounded" or "dead".
- "Dead" players walking back to find a medic or CCP may also be stopped and searched.

Consent & Respect

- **Always ask for consent** before searching a player.
- If consent is given, be respectful and return items to their original places after the search.
- If no lootable items are found, the searched player retains their items.
- If a player does not consent, they must surrender all intelligence or lootable items.

Lootable BBs

- BBs not inside magazines or box magazines may be looted.
- BBs inside speed loaders or other containers may also be opened and looted during searches.





PRISONERS & HOSTAGES

Who Can Be Captured:

Players that are **ALIVE** may be captured.

Optional Physical Capture:

Players may refuse physical capture but will still be considered captured, and their role in the capture is deemed completed. –Intel must be handed over- this is only if the player is still alive.

Search and Interrogation:

- Players can choose to allow physical searches and interrogation, which may let them keep certain information or materials secret.
- Alternatively, they may refuse, but must then hand over all important materials and information.

Interrogation Rules:

- Interrogations must be conducted without any physical intervention.
- The player being interrogated may end the interrogation at any time and in any way.



LOW LIGHT RULES

Same rules applies during both high- and low light conditions!

Weapon Restrictions:

All weapons classes may be used during low light conditions, and they have the same rules as during day hours.

NOTE: You have the same MED responsibilities, and shooting a players closer than your MED is a serious rule offense and may lead to ejection & suspension!.

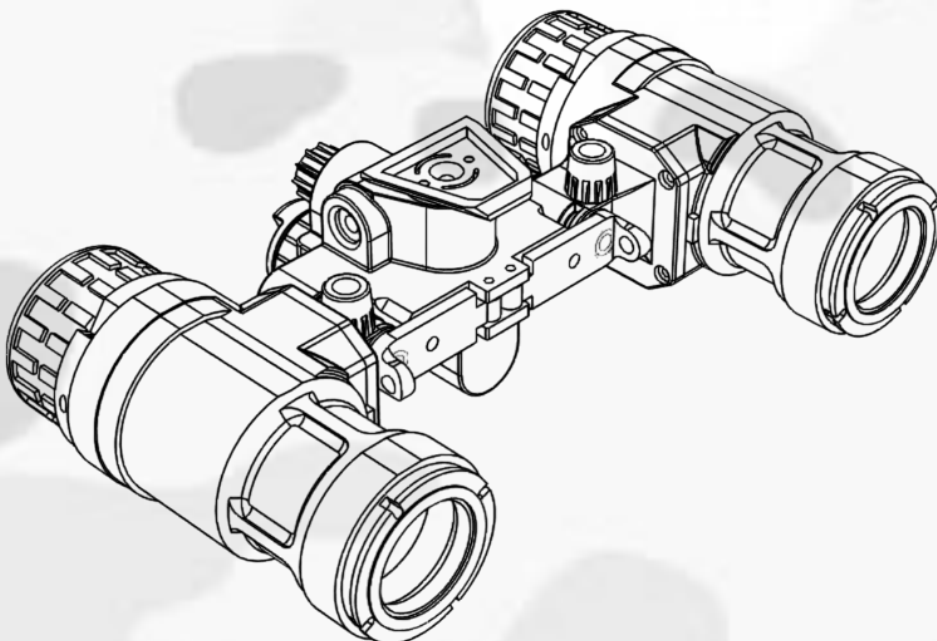
Hit Marking at Night:

- **Permitted:**

- Hit cloth over white weapon light, headlamp or flashlight

- **Not permitted:**

- **Red blinking light – NO RED LIGHT IS CONSIDERD HIT MARKER**, this is because red light plays a crucial role in night ops and need to be used during the event in other aspects.





RADIO & OTHER COMS

Radio Channels:

Radio channels are assigned by Nordic Milsim for each event.

Channel Restrictions:

It is forbidden to listen to radio channels assigned to factions other than your own. Violations of this rule will result in ejection.

Ares Alpha

What is Ares Alpha?

- Ares Alpha (AA) is a real-time tactical application providing advanced tools to enhance strategic gameplay.

Who Must Use Ares Alpha?

- **Mandatory** for:
 - **HQ staff**
 - **Platoon staff**
 - **Squad leaders**
- **Optional** for regular players, but highly encouraged for a better gameplay experience.

Features & Benefits

- **Real-Time Tracking** – Monitor teammates' positions and statuses (alive, wounded, or in need of support).
- **Enhanced Navigation** – Reduce friendly fire and improve coordination with accurate battlefield positioning and custom maps.
- **Live Notifications** – Get real-time updates on objectives and orders via phone notifications or Bluetooth smart bands.





RADIO COMS GUIDELINES

Be Clear & Concise

Keep communication **direct, relevant, and to the point** to avoid unnecessary chatter.

Report, Don't Narrate

Instead of describing what you see, provide **clear intel**:

✓ **Example:** "Four Russians south of the concrete building, one PKM, three rifles."

✗ **Avoid:** "I see some guys near a building."

Standardized Callsigns Only

No personal or made-up callsigns—**use designated ones** for clarity.

Callsign Structure

- **Squads & Platoons** use **numeric callsigns** (e.g., 1-1 = 1st Platoon, 1st Squad Leader).
- Higher numbers (1-6, 1-7) are reserved for **platoon leadership**.

Frequency Management

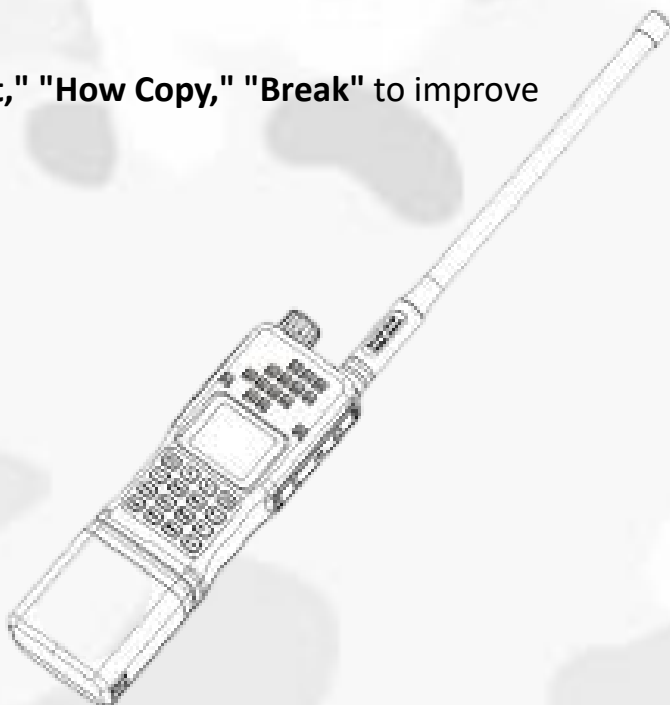
- **Platoon & higher** use designated channels.
- **Squad members** use **squad-level frequencies** from Nordic Milsim's list.
- **Platoon leaders** should have a **radio operator** for company-level comms.

Proper Radio Etiquette

Use the "**You, this is Me, Over**" format.

✓ **Example:** "1-1, this is 1-2, over."

Learn additional phrases like "**Out**," "**How Copy**," "**Break**" to improve communication.





L-A-C-E REPORT

A **LACE report** is a quick assessment of a unit’s readiness, covering:

- Liquid (Water supply)
- Ammunition (Ammo levels)
- Casualties (wounded or dead personnel)
- Equipment (Gear and weapon status)

Purpose of a LACE Report

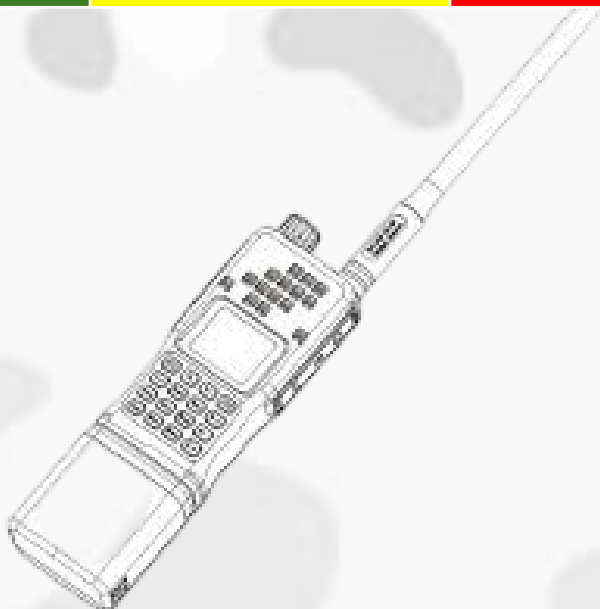
- Provides a **quick snapshot** of a unit’s combat effectiveness.
- Helps leadership **prioritize resupply and medical support**.
- Ensures the unit remains **combat-ready** by identifying shortages.
- Typically conducted **after engagements, patrols, or key movements**.

How a LACE Report Works

1. Fire team leaders or squad leaders collect information from their troops.
2. They **relay** the report to their higher command (e.g., platoon leader, squad leader, or operations center).
3. The command uses the information to **make resupply, medical, and tactical decisions**.

Abbreviation	L	A	C	E
MEANING	LIQUID	AMMUNITION	CASUALTIES	EQUIPMENT
Airsoft Application	Drinking Water	BB ´s	Players w/bandages or “dead”	IV ´s

COLOR CODE	GREEN	YELLOW	RED
MEANING	GOOD	NOT FULL, BUT CAPABLE	BAD





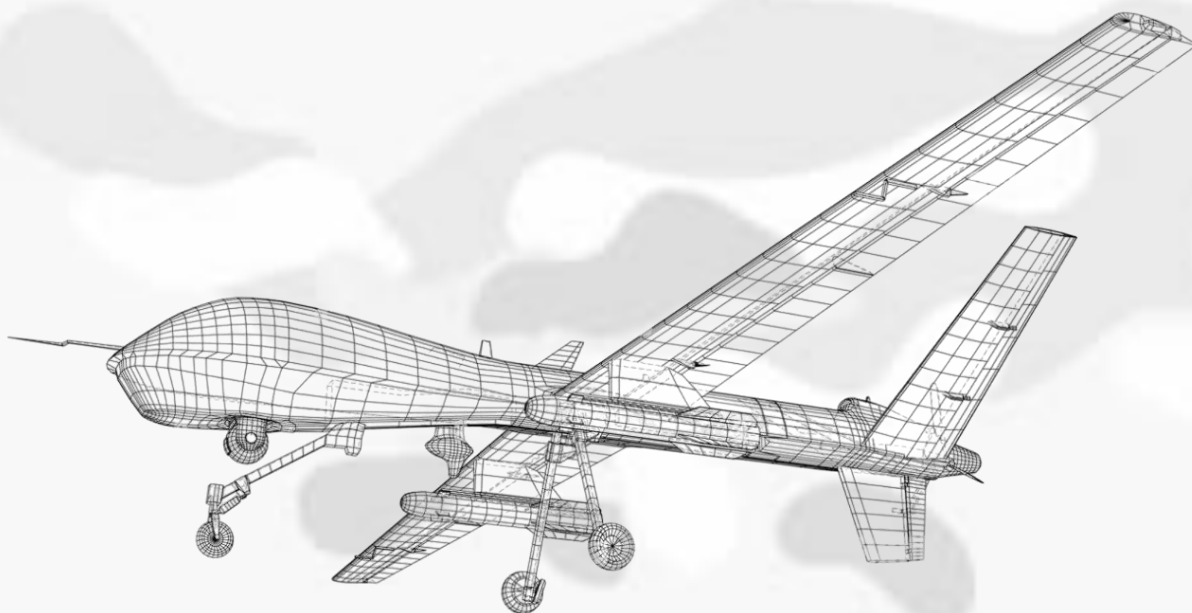
GAME PROPS

- **Respect for Props:**

All game props must be treated with care to avoid damage or destruction.

- **Handling Restrictions:**

Players are not allowed to manipulate or move game props unless instructed by the organizer.





INDIRECT FIRE

Use of Indirect Fire

- **Mortars and other indirect fire props** may be used during gameplay.

Identifying Indirect Fire

- Indirect fire is distinguishable from regular pyro by:
 - **Seeing fireworks in the sky.**
 - **Hearing a volley of three fireworks.**

How to React to Indirect Fire

- If indirect fire is launched in your direction, you **must seek cover** by:
 - **Entering a building.**
 - **Finding solid cover.**
 - **Going prone** until the fireworks have stopped.
- If you are on a **building roof**, you must **immediately re-enter the building.**

Enforced Reactions

- If **staff sees a player ignoring indirect fire**, they may instruct you to **call yourself as a hit.**

