

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.