

**NORDIC MILSIM**  
MILITARY SIMULATION

# RULE BOOK

**BF4-SIMULATOR**

VERSION 2025: II

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**NORDIC MILSIM**  
MILITARY SIMULATION

# GENERAL RULES

# GENERAL RULES



**Your Responsibility:** Nordic Milsim is not liable for injuries or damage to property unless the organizer is directly responsible. You are responsible for your own actions and safety during the event.

**Eye Protection:** Eye protection must meet the EN 167:2001 safety standard.

- **Mesh Goggles:** Use them at your own risk; you are responsible for your safety.

**Keep Eye Protection On:** Eye protection must never be removed in the game area unless specifically approved by the organizer.

**Recommended Protective Gear:** Players are encouraged to use additional protective gear, such as face, dental, and hearing protection. This is not mandatory and is **your personal responsibility**.

**Safe Zone Rules:**

- No magazines may be inserted in any weapons.
- No BBs may be in the chamber/barrel of the weapon.
- No dry firing (firing without BBs) is allowed.
- ***Exceptions apply*** at the chronograph station or in specifically designated areas with organizer approval.

**Hit Marker Required:** Players must carry a hit marker/cloth at all times.

- Minimum size: 30x30 cm.
- Approved colors: Orange, or High-visibility (green/yellow).

**Age Limit:** All participants must be **18 years or older**.

**Airsoft Guns Only:** Only airsoft guns are allowed. Other types of air guns, starter pistols, or similar items, even if modified, are prohibited.

**Follow Swedish Law:** All players must comply with Swedish law

**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.

# 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.

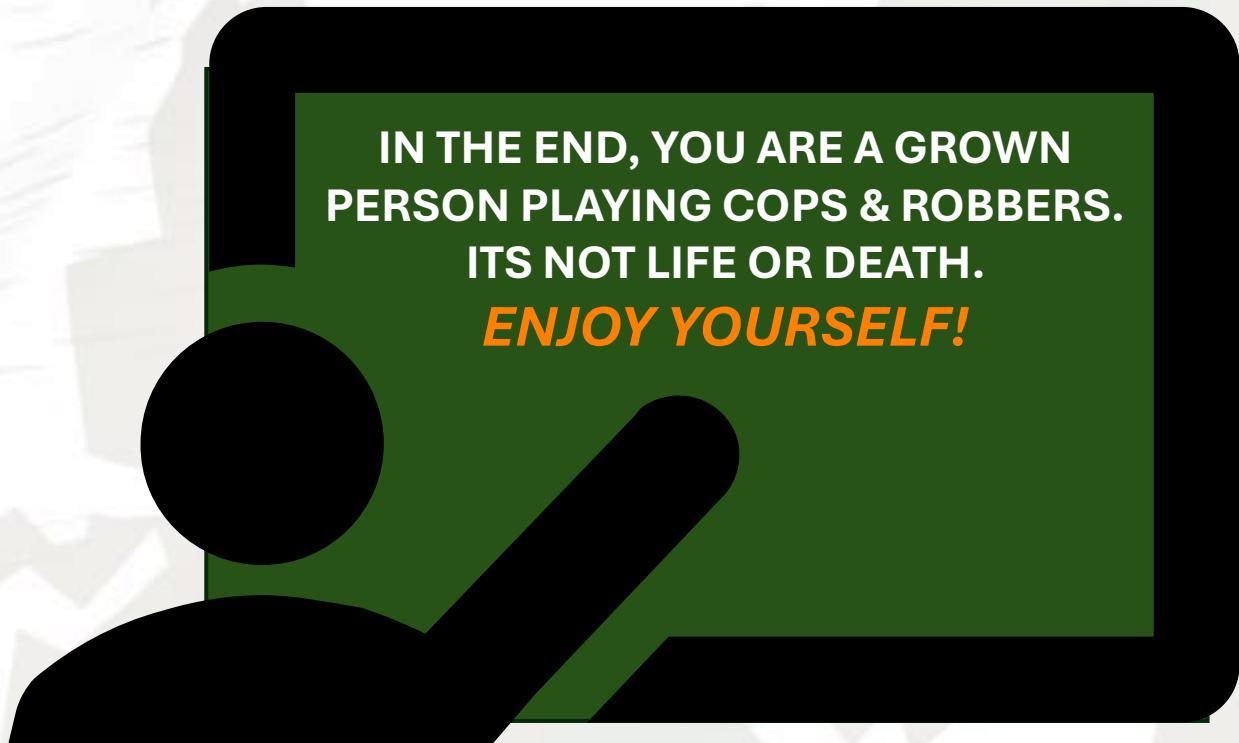
## ALL RULES HAVE THESE FACTOR IN INTENT:

- 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



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.

## Examples of Violations:

**1.1 Warnings:** *(Note: These are examples and not exhaustive. The penalty may be more severe depending on the violation's nature, context, and intent.)*

- Failing to acknowledge being hit ("hit-calling"). – *This may lead to an ejection depending on the case.*
- Using demeaning language towards other participants. – *This may lead to an ejection depending on the case.*

## 1.2 Ejection:

- Neglecting safety procedures with airsoft weapons.
- Damaging game props.
- Ruining the game experience for others.
- Consuming alcohol during prohibited times.
- Entering the event without completing check-in procedure.

5. **Legal Violations:** Any destruction of land or property, or violations of the law, will be reported to the police.



# BEHAVIOUR

**Promoting Good Behavior:** All participants are encouraged to maintain good behavior, with the shared goal of having an enjoyable experience. If you notice bad behavior from another participant, report it to an organizer. **Do not engage in arguments or conflicts**—both parties will be held equally responsible, regardless of who started.

## **Examples of Unacceptable Behavior:**

- Using demeaning language towards other participants.
- Complaining about another player's "poor hit-calling"—this must be reported to the organizer.
- Engaging in general arguments or fights with other players.

**Fair Play:** Players must not exploit the trust of others or act dishonestly.

## **Examples of Unacceptable Actions:**

- Pretending to be an eliminated player to gain a tactical advantage.

**Sportsmanship:** All participants are expected to show good sportsmanship and treat others respectfully throughout the event.

**Interaction with Non-Participants:** If you encounter non-participants (e.g., government personnel or civilians), follow these guidelines:

1. Comply with orders or instructions from **government** personnel.
2. Lay down your weapon.
3. Ensure everyone's safety.
4. Explain the event and its purpose.
5. Notify the organizer immediately.

***BE NICE, NOT A DICK***



# 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.







**NORDIC MILSIM**  
MILITARY SIMULATION

**LEADERSHIP**

# LEADERSHIP

After 7 years of organizing games, we've identified two critical factors for success—both in terms of winning the game and enjoying it:

- **Communication**
- **Leadership**

In the context of leadership, it can take two primary forms during our BF4-SIM events:

- **Commander**
- **Squad Leader**

## Commander

While it is not mandatory for any faction to appoint a commander, there are significant advantages:

- **Strategic Oversight:** A commander provides a big-picture view of the battlefield, enabling better strategy and coordination.
- **Unified Leadership:** The commander acts as a central figure to rally the faction around a shared objective.

Commanders are appointed on a voluntary basis within the faction. If someone steps up to take this role, it's important to:

- **Encourage Them:** Having a commander helps unite the team and provides direction. Leading 50–100 people is a challenging but rewarding task.

## Squad Leader

Each group selects its own squad leader, which Nordic Milsim does not regulate or oversee. However, our perspective on a good squad leader includes someone who:

- **Leads by Example:** Inspires others through their actions.
- **Includes Others:** Ensures all players feel involved and valued.
- **Communicates Effectively:** Maintains clear communication within the team, especially if a commander is appointed.
- **Has Strategic Awareness:** Keeps an eye on both the tactical situation and the overarching strategy.



**NORDIC MILSIM**  
MILITARY SIMULATION

**GETTING HIT & BACK TO  
THE FIGHT**

# 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.

**Examples:**

- Hat/Bonnie cap (including the brim).
- GoPro or other cameras.
- Backpack.
- Weapons (except vehicle-mounted weapons).

**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. The BB came from a grenade launcher or mine simulation.
4. You are unsure whether it was a ricochet.

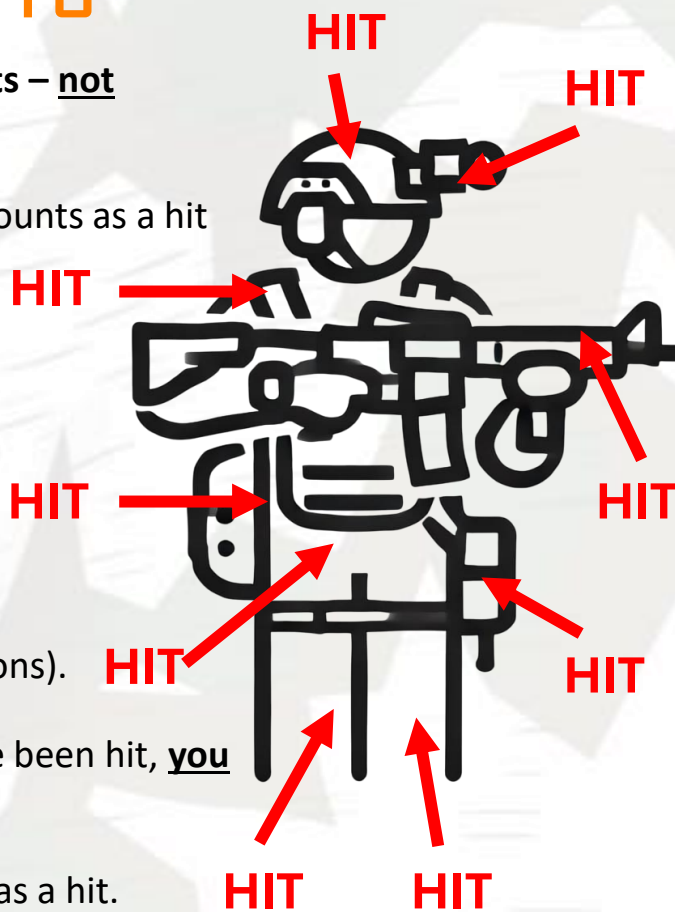
**When Hit:**

**Call out loudly:** "Hit!"

- Raise your arm above your head and wave.
- Put on your hit marker/hit cloth.
- Avoid disrupting an ongoing firefight (e.g., sit or lie down).

**While Hit:**

- You may **only call for a "medic"**. No other communication is allowed. You are permitted to call for a medic over the radio, but only "medic".



# HARD & SOFT COVERS

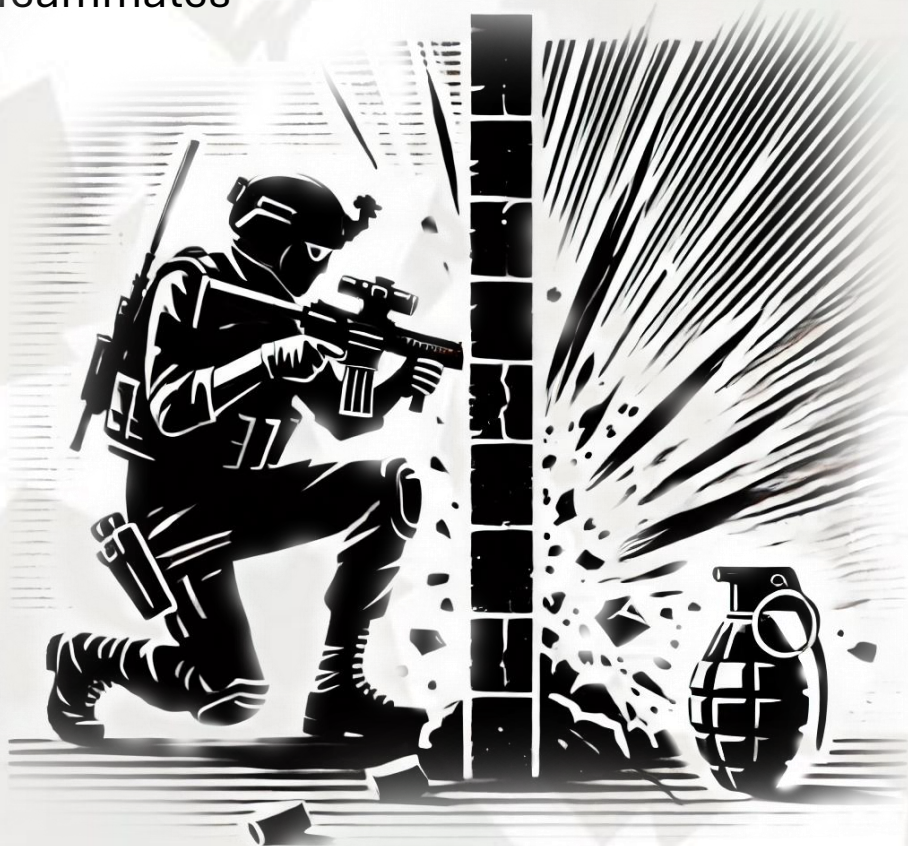
We classify covers as either **hard** or **soft**:

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

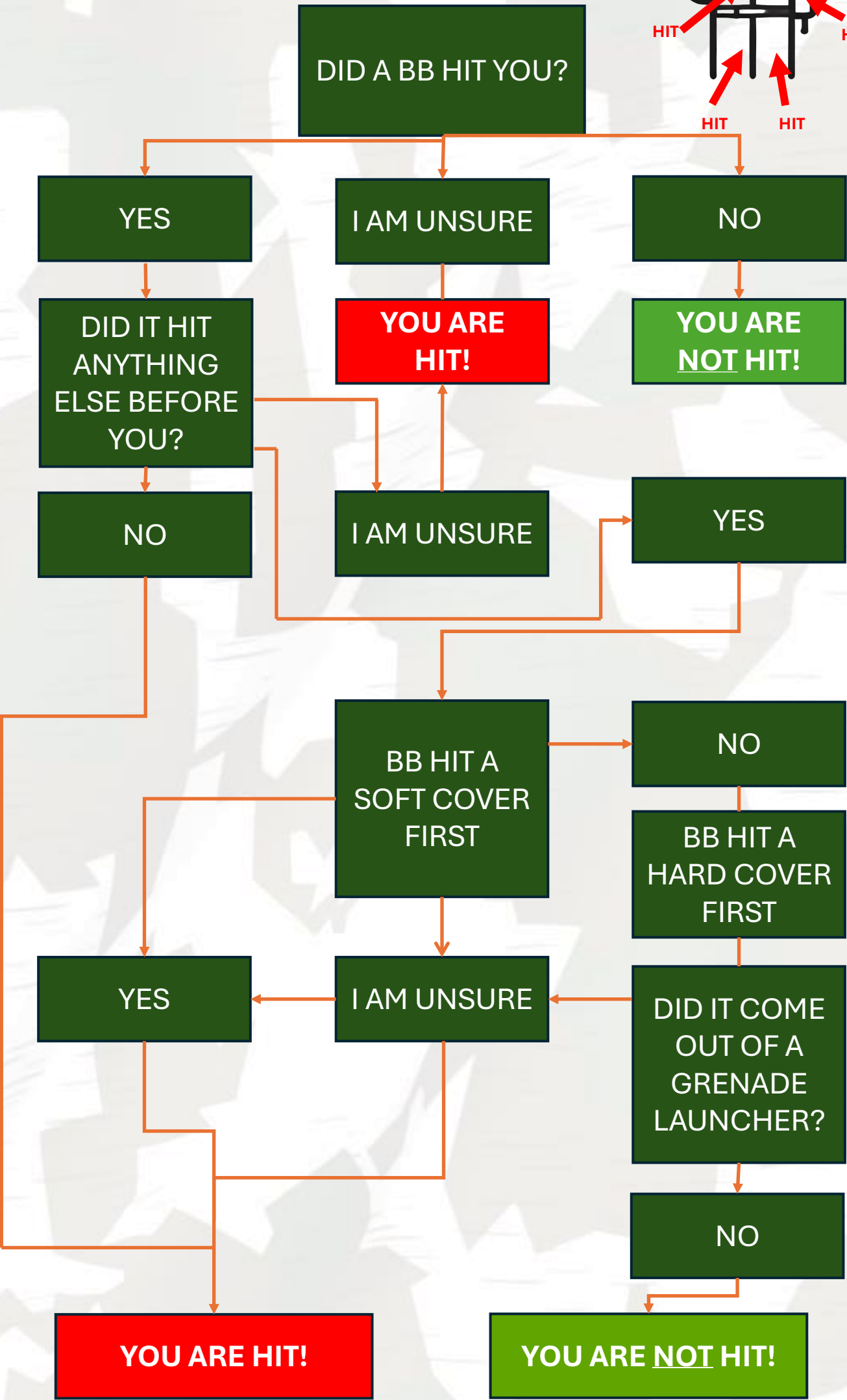
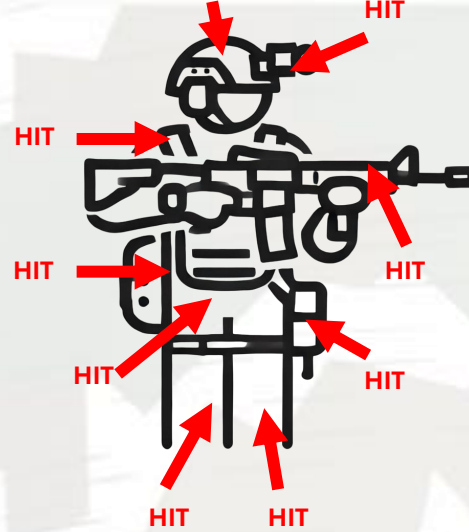
**Important Note:** Neither hard nor soft covers protect against ricochets from grenade launchers.

## Examples of Covers:

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



# AM I HIT OR NOT? (BB'S)





# BLEEDOUT



## **Mandatory First 5 Minutes:**

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

## **Bleed-Out Completion:**

- If no medical aid starts within 5 minutes, your bleed-out is complete, and you must return to a respawn point.

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

## **Moving During Bleed-Out:**

- If you move away from your position after being hit, it counts as choosing to end your bleed-out period.

## ***Exceptions:***

- You were moved by another player.
- You moved to avoid interfering with an ongoing firefight (this cannot be used to gain a tactical advantage).

# GET BACK INTO THE FIGHT

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

## **1.Respawn:**

Go to a respawn point and follow the event-specific respawn protocol.

## **2.Buddy Aid:**

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

## **3.Medic Tourniquet:**

A medic applies your tourniquet to your arm following the prescribed rules.

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



# RESPAWN

Respawn rules vary by event and are outlined in the specific game layout published on our website before each event.

Respawn can be conducted in the following ways:

## 1. Time-Based Respawn:

After reaching the designated respawn point, you must stay there for a set amount of time. This could range from 5–20 minutes or be instant (you respawn as soon as you reach the location).

## 2. Clock-Based Respawn:

Respawn is tied to specific times on the clock. Regardless of how long you've been at the respawn point, you can respawn when the clock shows a designated time, often based on the minute hand. For example: XX:00, XX:15, XX:30, or XX:45.

## 3. Dual Respawn:

This method combines the number of players in respawn with a time condition. The first number specifies the required number of players in respawn, and the second number specifies a time limit.

- Example: "5-4" means you can respawn **either** when there are 5 **or more** players in respawn or after 4 minutes, whichever comes first.



# BUDDY AID



**All Players Can Perform Buddy Aid:** Any player can perform buddy aid on another player but cannot perform it on themselves.

**Medical Bandage Requirements:** Must be at least **6x400 cm (4 meters long)**—it can be longer but not shorter. This ensures the process is time-consuming.

**Buddy Aid Process:** Wrap the downed player's medical bandage around their arm or leg to "heal" them.

**Wrapping Requirements:** The entire bandage must be used and securely tied. No more than **10 cm (4")** of the wrap may protrude from the knot.

**Removing Hit Marker:** The downed player must remove their hit marker once buddy aid begins, signaling they are an active target again.

**Hits During Buddy Aid:** Both the downed player and the assisting player are vulnerable and can be hit during the buddy aid process. Such hits are treated as regular hits.

## **Communication During Buddy Aid:**

- While downed, players are only allowed to call for a medic.
- Downed players can communicate again only once the buddy aid process has actively started. This begins when the assisting player takes out the downed player's medical bandage to start buddy aid.
- This rule applies to all forms of communication.

**Dragging Downed Players:** Teammates can move a downed player up to **2 meters** with the downed player's assistance. Beyond 2 meters, the downed player cannot assist by own force.

## **One "Inventory" of Medical Bandage Per Respawn:**

- A player can only be healed as many times as the number of medical bandages they carry per respawn.
  - **Standard Issue:** 1 bandage.
  - **With Ballistic Armor and Helmet:** Players may carry 2. *SEE "HELMET & BODY ARMOR"*
- Medical bandages are replenished after each respawn.
- Medical Bandages cannot be shared in the sense that one player can be healed more times than the number of medical bandages they are issued.

**Interrupting Buddy Aid:** The assisting player may interrupt the healing process to use their weapon if needed.

**Downed Player's Weapons:** Downed players cannot use any weapons until the buddy aid process is fully completed.



# MEDIC & TOURNIQUET



## Medic Allocation in Factions:

- Each faction can designate 1 Medic per 10 players.
  - Example:
    - 40 players = 4 Medics.
    - 59 players = 5 Medics.
- Both factions will have the same number of Medics unless the organizer decides otherwise on-site.

## Medic Requirements:

- **All Medics must bring and wear** a clear identifier to show their role. Examples include:
  - An armband with a red cross.
  - A patch with a red cross or the word "MEDIC."

## Tourniquet Usage:

- Only Medics are allowed to use tourniquets.

## Player Responsibilities for Tourniquets:

- Players must bring their own tourniquet to the game and carry it themselves.
- Players are limited to one tourniquet per respawn, and it can only be used once per respawn.

## Medic-Specific Tourniquet Rules:

- Medics can carry up to 4 tourniquets to use on other players (*if you are a nice guy*).
- Medics may use a tourniquet on themselves, but only one per respawn.

## Tourniquet Rules:

- Tourniquets may be real or fake.

Tourniquets follow the same application rules as Buddy Aid, with the following exceptions:

- Only Medics can apply tourniquets.

## Important Notes on Tourniquet Use:

- A tourniquet is a tool designed to stop blood flow. However, this is purely simulated—**do not tighten it more than necessary to keep it in place.**
- If a tourniquet is used by a Medic, **return it** to them after the game unless it was your own.



**NORDIC MILSIM**  
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# 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.

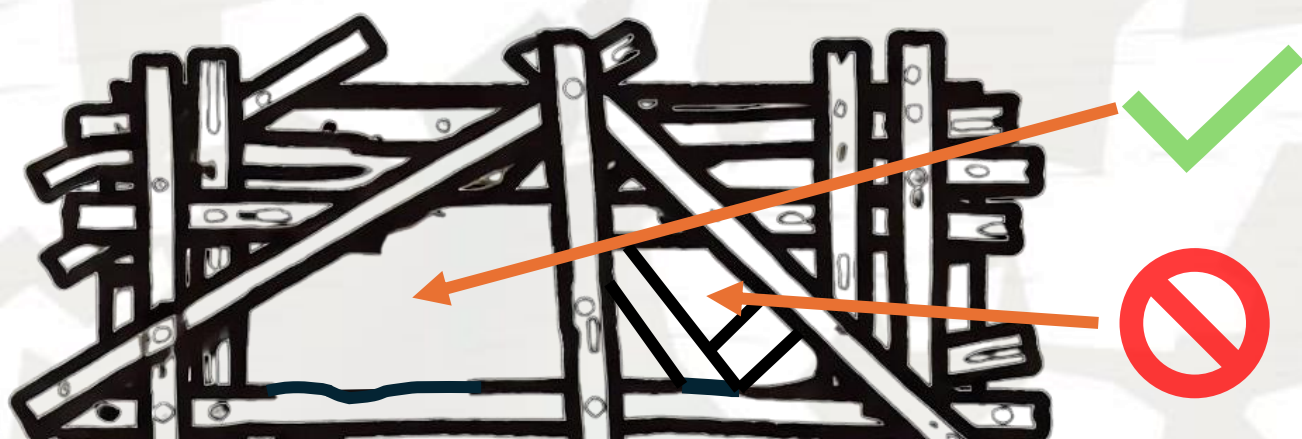
## Bang Rule: **NOT A RULE!**

### 3.1 Close-Range Situations:

- If a player is in an "unfair" close-range situation (closer than 3 meters and within the weapon's CQB safety distance), they may apply the "Bang Rule."
- Instead of firing, the player shouts "Pang Pang" or "Bang Bang" to avoid causing unnecessary pain to the other player.

### 3.2 Optional Compliance:

- The "Bang Rule" is **NOT** a mandatory **RULE**. It is up to the receiving player to decide whether to take the hit or not.



# CQB *"CLOSE QUARTERS BATTLE"*

## Allowed Weapons Indoors

Only weapons classified as CQB1 or CQB2 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 CQB1 and CQB2 impact energy 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 or grenades indoors or throwing them into buildings is prohibited.



OK WITH HIGHER MED  
THAN CQB, IF SHOTING  
AWAY FROM THE  
BUILDING

NOT OK WITH HIGHER  
MED THAN CQB

## MINIMUM ENGAGEMENT DISTANCE (MED)

## Weapon Classes and Minimum Engagement

- Nordic Milsim uses the 2020 table to determine weapon classes and minimum engagement distances. You can find the table here: [2020tabellen.se/nordicmilsim/](https://2020tabellen.se/nordicmilsim/).

## Chronoing Process

- Chronoing must be done at the designated location and is measured using the player's own BBs in joules.

## Weapon Adjustments After Chronoing

- Once chronoing is complete, it is forbidden to modify the weapon in any way that could affect its impact energy. If a player makes adjustments, the weapon must be chronoed again before use.

## Approved Weapons Only

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

[illegible]

# AMMUNITION

## **Biodegradable BBs Only:**

- **Only BIO BBs are allowed.**

## **Material Restrictions:**

- **Only airsoft BBs made without metal or ceramic materials are permitted.**

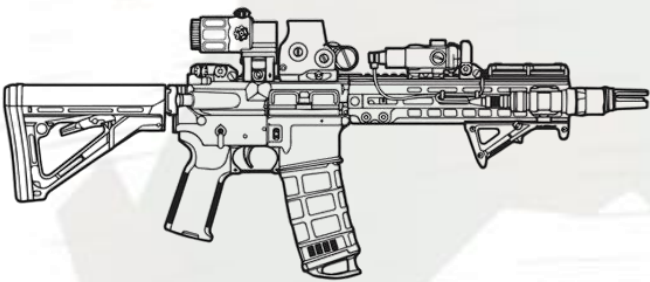
## **BB Quantity and Reloading:**

- **Players may carry as many BBs as they wish and reload anywhere, at any time.**





# ASSAULT RIFLE



## Weapon Classes:

This weapon class can fall under CQB1, CQB2, or Assault. Refer to specific minimum engagement distances for each class.

## External Air Source:

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

## Firing Mode:

Dependent on MED, auto or semi. Semi-automatic mode, defined as one BB per trigger pull. **Binary triggers are not allowed.**

## Exceptions:

- Gas Blow Back (GBB) weapons may fire fully automatic up to the minimum engagement distance for Assault, provided they are not HPA-converted and have a maximum magazine capacity of 50 BBs.

## Maximum Rate of Fire:

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

## Magazine Capacity:

Magazine capacity restrictions 150 BB's.



## Equipment Restrictions:

Restrictions on equipment for this weapon class **do not apply to BF4-SIM** events.

WEAPON CLASS	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS
CQB 1	LOCKED REGULATOR	SEMI & AUTO	22	150	None
CQB 2	LOCKED REGULATOR	SEMI	One BB per trigger pull	150	None
ASSAULT	LOCKED REGULATOR	SEMI	One BB per trigger pull	150	None

# SUPPORT WEAPON (MACHINE GUN)

**Weapon Class:**

This weapon class falls under the Support category.

**External Air Source:**

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

**Firing Mode:**

Support weapons may be used in both semi-automatic (semi) and fully automatic (auto) modes.

**Maximum Rate of Fire:**

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

**Magazine Capacity:**

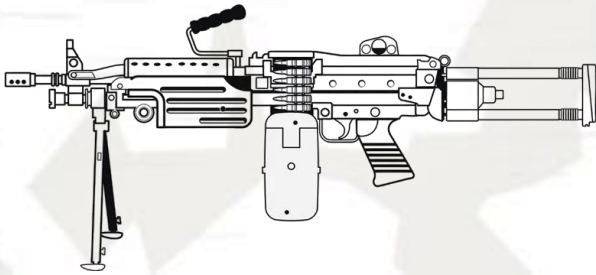
Magazine capacity restrictions 4000 BB’s

**Appearance and Traits:**

- **Must have a minimum weight of 3.4 kg (without magazine).**
- **Must have a real-life equivalent as a machine gun.**



WEAPON CLASS	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS
CQB 1	LOCKED REGULATOR	SEMI & AUTO	22	4000	MIN. 3,4KG real-life equivalent
SUPPORT	LOCKED REGULATOR	SEMI & AUTO	22	4000	MIN. 3,4KG real-life equivalent





# DMR (DESIGNATED MARKSMANS RIFLE)

## Weapon Class:

- This weapon class falls under the DMR (Designated Marksman Rifle) MED category.

## External Air Source:

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

## Firing Mode:

- DMR weapons may only be used in semi-automatic mode, defined as one BB per trigger pull. Binary triggers are not allowed.

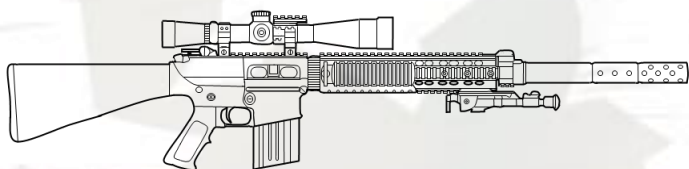
## Magazine Capacity:

- Magazine capacity restrictions 100 BB's

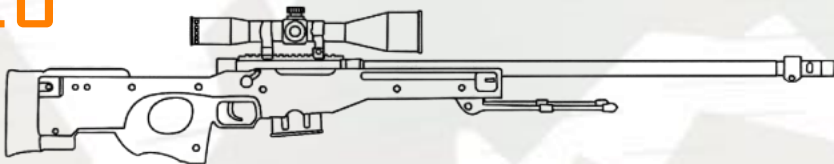
## Appearance and Traits:

- Fire mode must be mechanically or electronically locked to semi-automatic only.

WEAPON CLASS	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS
DMR	LOCKED REGULATOR	SEMI	One BB per trigger pull	100	MIN. 3X MAGNÍFC SCOPE



# SNIPER RIFLES



**Weapon Class:**

- This weapon class falls under Sniper1 and Sniper2 categories.

**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 50 BB’s

**Appearance and Traits:**

- Must have an optic with a magnification of at least 3x.
- Must have a real-life equivalent classified as a sniper rifle.
- Must be designed as a repeater, requiring manual bolt action for each BB fired

WEAPON CLASS	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS
SNIPER	LOCKED REGULATOR	BOLT	MANUAL BOLT ACTION	50	MIN. 3X MAGNÍFC SCOPE  Real life equivalent  Repeater

# PISTOLS & SMG



**Weapon Class:**

- This weapon class can be used in CQB1, CQB2, and Assault categories.

**External Air Source:**

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

**Firing Mode:**

- Dependent on MED, auto or semi. Semi-automatic mode, defined as one BB per trigger pull. **Binary triggers are not allowed.**

**Exceptions:**

- Gas Blow Back (GBB) weapons may fire fully automatically up to the minimum engagement distance for Assault, provided they are not HPA-converted and have a maximum magazine capacity of 50 BBs.

**Maximum Rate of Fire:**

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

**Magazine Capacity:**

- Magazine capacity restrictions 150 BB’s

**Special Note for SMGs:**

- SMGs must have a real-life equivalent classified as an SMG to be used in combination with a shield.

WEAPON CLASS	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS
CQB 1	LOCKED REGULATOR	SEMI & AUTO	22	150	None
CQB 2	LOCKED REGULATOR	SEMI	One BB per trigger pull	150	None
ASSAULT	LOCKED REGULATOR	SEMI	One BB per trigger pull	150	None

# GAS BLOW BACK WEAPONS

Gas Blow Back (GBB) weapons may fire fully automatically up to the minimum engagement distance for Assault, provided they are not HPA-converted

**Weapon Class:**

- This weapon class can be used in CQB1, CQB2, and Assault categories.

**External Air Source:**

- To fall under the GBB exception rule, gas needs to be stored in the magazine itself.

**Firing Mode:**

- Auto or semi. Semi-automatic mode, defined as one BB per trigger pull.  
**Binary triggers are not allowed.**

**Maximum Rate of Fire:**

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

**Magazine Capacity:**

- Magazine capacity restrictions 50 BB’s

**Special Note for SMGs:**

- SMGs must have a real-life equivalent classified as an SMG to be used in combination with a shield.



WEAPON CLASS	EXTERNAL AIR SOURCE	FIRING MODE	MAX. RATE OF FIRE	MAGAZINE CAPACITY	RESTRICTIONS
CQB 1	NOT ALLOWED,	SEMI & AUTO	22	50	Shield
CQB 2	NOT ALLOWED,	SEMI & AUTO	22	50	Shield
ASSAULT	NOT ALLOWED,	SEMI & AUTO	22	50	Shield

# OTHER SUPPORT WEAPONS

## Shotguns:

- Allowed to fire multi-shot/burst up to 12 BBs per shot.
- Maximum magazine capacity: 30 BBs.
- Maximum impact energy: 1.2J (CQB2).

## External Air Source:

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

## Grenade Launchers (BB-Emitting):

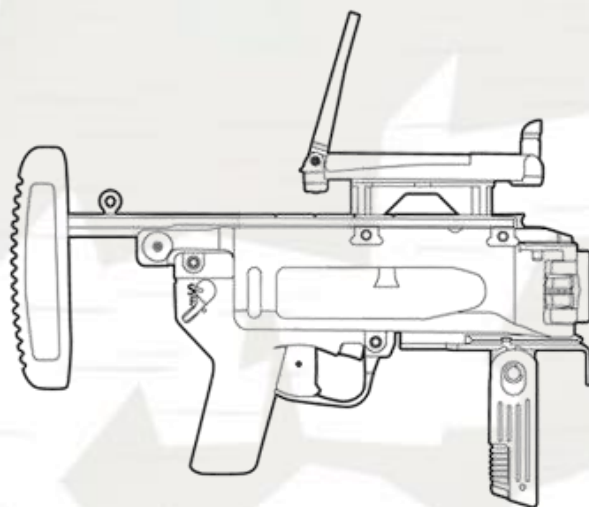
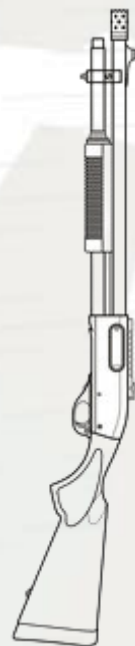
- Minimum engagement distance: 10 meters.
- Ricochets from grenade launchers count as hits.
- Players must shout "Grenade/Granat" when firing to notify others.

## Pyro Grenade Launchers:

- Pyro grenade launchers, such as Tag-In models, are allowed if deemed safe by the organizer.
- Launcher HE-type grenades follow the same hit radius rules as handheld frag grenades.

## 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.

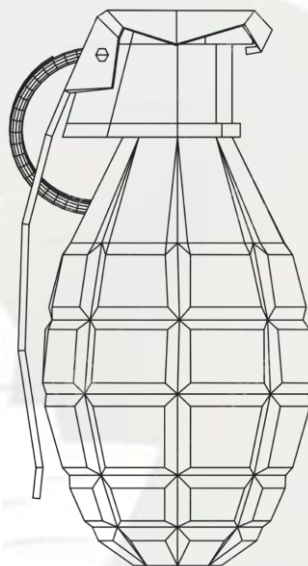
## **Examples of Protection:**

### **-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**.



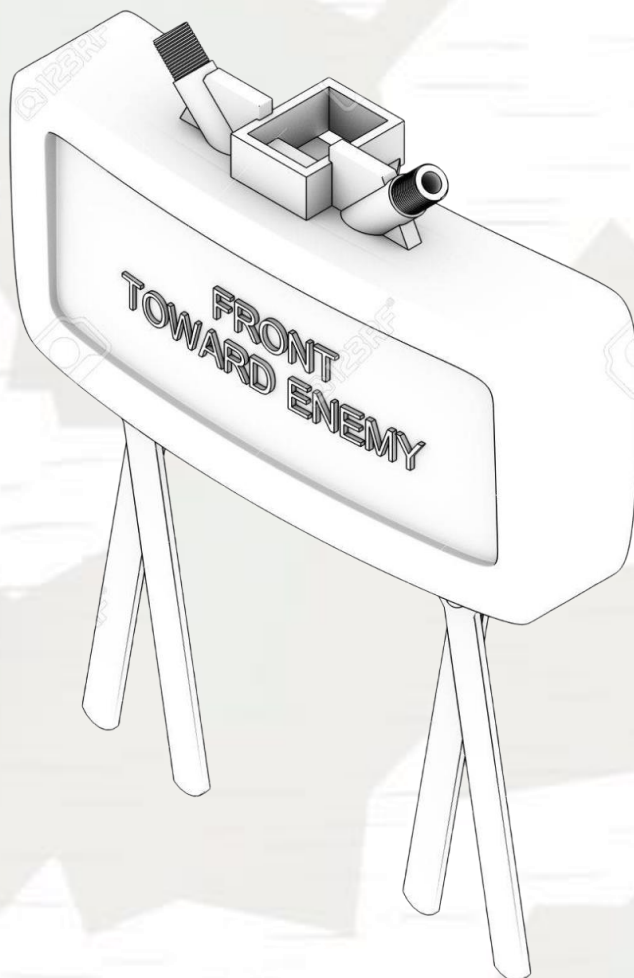
# MINES

## Anti-Personnel Mines

- Anti-personnel mines must be commercial airsoft mines, personal alarms, or grenades that emit sounds no louder than **120 dB**.
- These mines eliminate everything within a 5-meter radius, and no protection applies.

## Vehicle Mines

- Vehicle mines must be visibly placed on roads.
- Vehicle mines can be booby-trapped with anti-personnel mines.
- Vehicle mines are provided by the organizer.



# KNIFES & LATEX WEAPONS

- **Carrying Sharp Objects:**

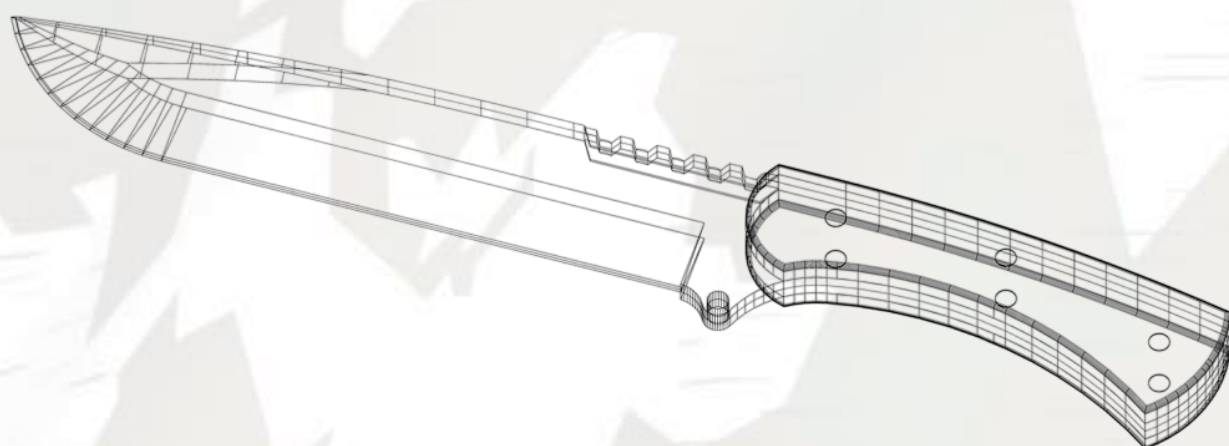
Players are allowed to carry knives or other sharp objects as part of their equipment.

- **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.



**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

## Approval and Marking:

Shields must be approved and marked by the organizer at the chronograph station.

## Minimum Weight:

Shields must weigh at least **15 kg**.

## Allowed Weapons with Shields:

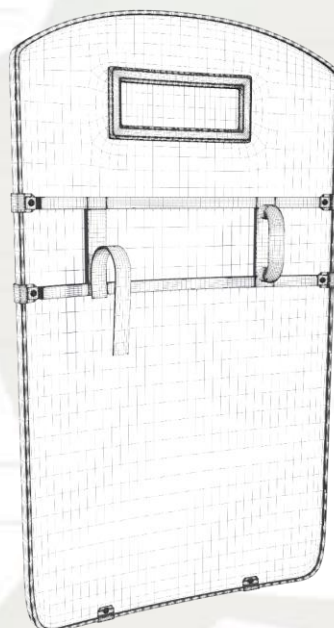
Players using a shield may only use weapons classified as **pistols** or **submachine guns**.

## Shield Protection:

Shields provide protection against all firepower for up to **two players** directly behind the shield.

## Proper Use:

- Protection applies only if no body part is exposed outside the shield's protective area.
- For grenades, the shield must be **submerged to the ground**, and the player must keep their **entire body** behind the shield in relation to the grenade's impact site.

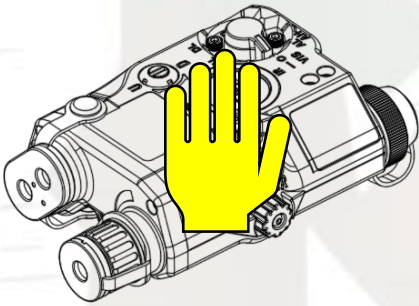




**NORDIC MILSIM**  
MILITARY SIMULATION

**GEAR RULES**

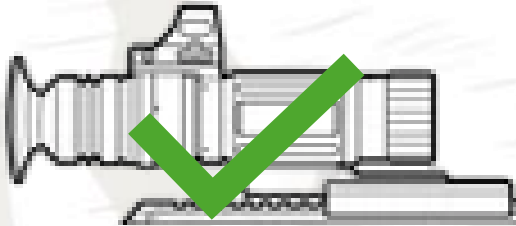
# LASERS, THERMAL & NVG'S



## LASERS:

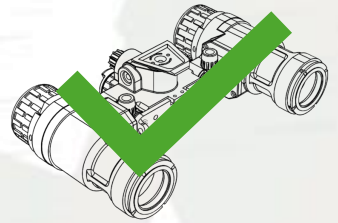
Visible lasers are not allowed.

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 ballistic helmet along with ballistic body armor (minimum "dry weight" of 3 kg, excluding accessories) provides the following benefits:

- **+10 minutes voluntary 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** (+10 minutes voluntary)
- **Total, 2 medic bandages** (+1 additional bandage)

## Voluntary Bleedout:

- The first **5 minutes of bleedout is mandatory**.
- After 5 minutes, you may choose to respawn at any time, but no longer than your maximum bleedout time.



**INTENT OF RULE:** Give impression players something in return for the effort of wearing real body armor and balance the game between high-speed chest rigs and those who want a more realistic experience.



# UNIFORMS & CAMOFLAUGE

## General Rules

- All types of clothing and camouflage patterns are permitted.
- Your choice of uniform/camouflage impacts:
  - Faction composition (which faction you are placed in).
  - Armband requirements (how many armbands you must wear).

## Extended Camouflage: Ghillie/Leaf Suits & Hoods

- Ghillie suits, leaf suits, and hoods are allowed for all players, regardless of faction.
- Special rules apply to these items:
  1. **Armband Requirement:**
    - Players wearing extended camouflage must always wear two armbands.
    - Patches are not a substitute for armbands in this case.
  2. **Armband Placement:**
    - Armbands must be worn on the upper right arm and upper left arm for maximum visibility.

**INTENT OF RULE:** Faction identification enhances gameplay by helping players visually distinguish between allies and opponents based on uniforms and weapons. It also acts as a gateway to our MILSIM events. Without limiting the ability to join the events for anyone

# FACTIONS & ARMBANDS

## General Rules

### 1. Mandatory Armbands/Patches

- All players must wear faction-based armbands or patches for identification.
- Approved colors are **Blue**, **Red**, and **Yellow**. Assigned to the faction of players placement in the event composition.
- Minimum armband size (height): 7cm, Minimum patch size: 10x8cm

### 2. Faction vs. Team

- The term *faction* is used to differentiate from the term *team*, which typically refer to pre-established airsoft groups.

## Placement and Faction Affiliation

### 1. Armband Placement

- Rules for placement, the number of armbands/patches, and their type depend on faction affiliation, uniform, and weapon setup. -See chart on next page
- Players with uniform and weapon that matches their assigned faction need only wear **one armband/patch**. (e.g., a NATO kit on the Blue side)
- Players without faction-specific uniform & weapon, “wrong placement” or wearing special suits like ghillie/leaf suits must wear **two armbands**, one on each arm. (e.g., a NATO kit on Red side, NATO ghillie users on Blue side or Black kit on any side)
- **Exception:** Bolt-action sniper users may position their two armbands as they wish, with one on the arm and the other on the leg. However, at least **one armband must be worn on the arm**.
- Players in Yellow faction must always wear **two armbands** on each arm.

## Faction Themes and Affiliations

- **Blue:** Represents “NATO.”
- **Red:** Represents “RUSFOR.”
- **Yellow:** Neutral or no affiliation.

**ALL players with or without affiliation CAN play on any team.**

# FACTIONS & ARMBANDS

TEAM COMPOSITION	UNIFORM TYPE & WEAPON	GHILLE/ LEAF SUIT/HOOD	ARMBANDS NEEDED	PLACEMENT	ARMBAND TYPE	WEAPON
BLUE	NATO	NO	1	VISABLE UPPER RIGHT/LEFT ARM	BAND OR PATCH	CQB-DMR
BLUE	No affiliation/ RUSFOR	NO	2	VISABLE UPPER RIGHT & LEFT ARM	BAND ONLY	CQB-DMR
BLUE	NATO/ No affiliation/ RUSFOR	YES	2	VISABLE UPPER RIGHT & LEFT ARM	BAND ONLY	CQB-DMR
BLUE	NATO/ No affiliation/ RUSFOR	YES	2	VISABLE ARM & LEG	BAND ONLY	BOLT SNIPER
RED	RUSFOR	NO	1	VISABLE UPPER RIGHT/LEFT ARM	BAND OR PATCH	CQB-DMR
RED	No affiliation/ NATO	NO	2	VISABLE UPPER RIGHT & LEFT ARM	BAND ONLY	CQB-DMR
RED	RUSFOR/ No affiliation/ NATO	YES	2	VISABLE UPPER RIGHT & LEFT ARM	BAND ONLY	CQB-DMR
RED	RUSFOR/ No affiliation/ NATO	YES	2	VISABLE ARM & LEG	BAND ONLY	BOLT SNIPER
YELLOW	No affiliation/ NATO/ RUSFOR	YES/NO	2	VISABLE UPPER RIGHT & LEFT ARM	BAND ONLY	CQB-DMR
YELLOW	No affiliation/ NATO/ RUSFOR	YES	2	VISABLE ARM & LEG	BAND ONLY	BOLT SNIPER

# NATO & RUSFOR CAMO and WEAPONS

When we specify faction-specific uniforms, we do so based on our larger MILSIM format. While there are multiple camouflage patterns that could be classified as 'NATO,' we do **not** apply the one-band patch rule universally. Instead, we follow the same camouflage rules as in our larger MILSIM format, with the exception of OD/RG.

If your team is using the same NATO camouflage pattern and is large enough, you **may** qualify for this rule. To avoid issues, we recommend asking in advance or bringing extra armbands. In the worst case, you'll need to wear two armbands

## NM- NATO PATTERNS



M90

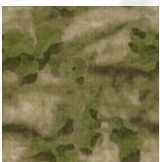


MULTICAM

## COMMON NATO WEAPONS

AR VARIANTS, SCAR VARIANTS, AK5, AK4, HK416, G36 VARIANTS  
M249 VARIANTS, M60 VARIANTS, M240 VARIANTS, M27  
SR-25, HK417, AK4D, G27  
L96, M24, BERRETT VARIANTS

## NM- RUSFOR PATTERNS



ATACS FG



ATACS IX



FLORA



EMR



BERZERKA



PARTIZAN

## COMMON RUSFOR WEAPONS

AK 47-105, AK12, VSS  
RPK74, RPK16, PKM, PKP  
AS-VAL, SVD VARIANTS  
SV-98

**INTENT OF RULE:** Faction identification enhances gameplay by helping players visually distinguish between allies and opponents based on uniforms and weapons. It also acts as a gateway to our MILSIM events. Without limiting the ability to join the events for anyone

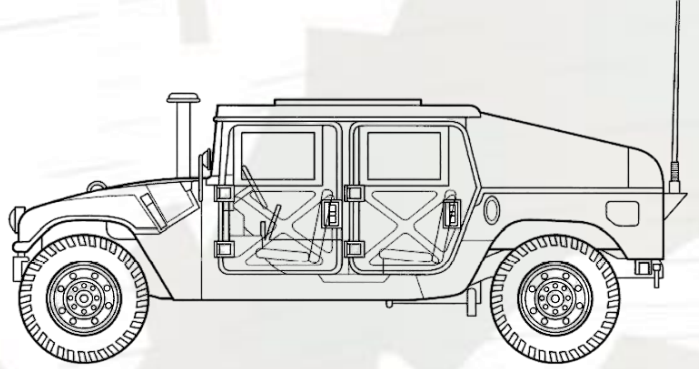


**NORDIC MILSIM**  
MILITARY SIMULATION

**VEHICLES & DRONES**



# VEHICLES



## **Vehicle Approval:**

Vehicles may generally be brought but must be pre-approved by the organizer before the event.

## **Speed Limit:**

The maximum speed is 30 km/h (18 mph). Drivers must also adjust speed based on the terrain and situation.

## **Driver Responsibility:**

The driver is responsible for the safety of all passengers and anyone within a 5-meter radius of the vehicle.

## **Safety Orders:**

All players must follow safety instructions from the driver, regardless of team affiliation (e.g., "back off").

## **Proximity to Vehicles:**

Opponents must stay at least 5 meters away from any moving vehicle.

## **Windows:**

All windows must be either fully up or fully down when the vehicle is active in the game.

## **Eliminated Vehicles:**

- Vehicles with emergency lights on are considered eliminated/off-game and must not be shot at.
- When a vehicle is eliminated, all passengers (except the driver) have 30 seconds to exit. If they do not, they are also eliminated with no chance of medical care.
- The driver is always eliminated with the vehicle and is automatically "healed" if the vehicle is repaired.

## **Vehicle Bleedout:**

Eliminated vehicles have a 15-minute voluntary bleedout period.

## **Safety Restrictions:**

No one is allowed to hang on the outside of a moving vehicle.

## **To Eliminate a Vehicle:**

Elimination of a Vehicle is dependent on events, it can either be pyro or other AT-like weapons from Nordic Milsim or a sustained amount of BB fire from ordinary weapons- current event rules will be provided on site.



# 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.

## **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**

# 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.

## Using Other Channels:

Players may use channels not assigned by the organizer, except when:

- **The channel is assigned to another faction.**
- **The channel is not license-free or open to public use.**

## Telegram Messenger:

- Nordic Milsim uses the Telegram Messenger app for internal communication within factions, as well as for assigning information and missions.
- Using Telegram Messenger is optional for players who are not commanders or platoon leaders.
- Players who choose not to use Telegram Messenger acknowledge that they will not have access to certain essential information and gameplay elements that may enhance their event experience.

## Ares Alpha

- Nordic Milsim utilizes **Ares Alpha (AA)** as an app-based game overlay. AA is a tracking app specifically designed for airsoft, offering a range of features and benefits to enhance gameplay. While it is **mandatory for squad leaders** to use, it remains **optional for regular players**.



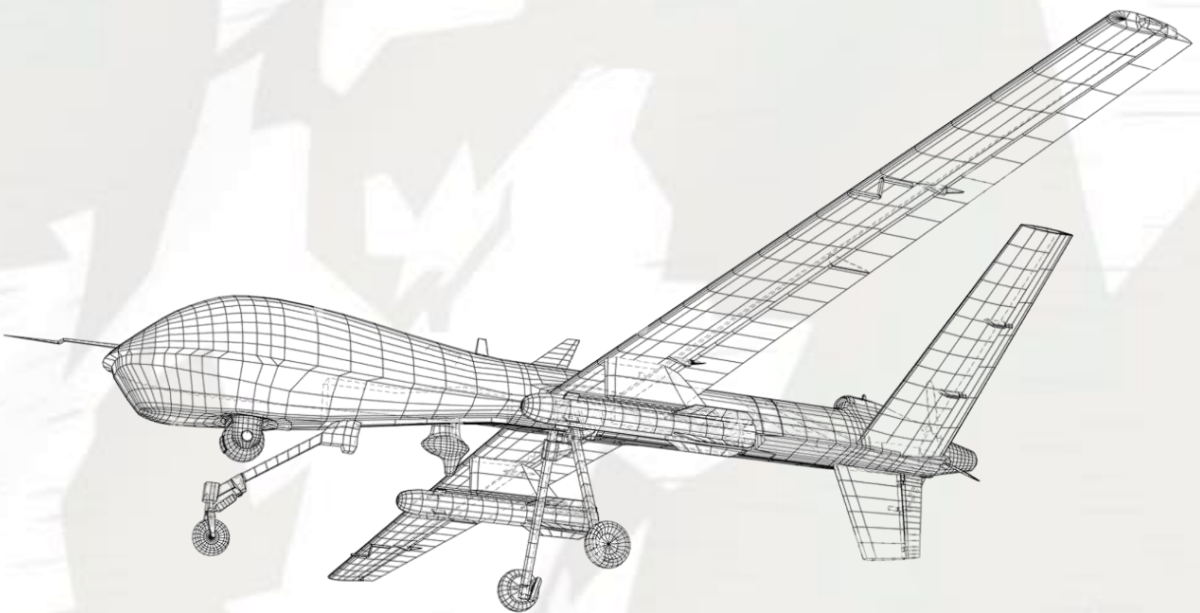
# GAME PROPS

- **Respect for Props:**

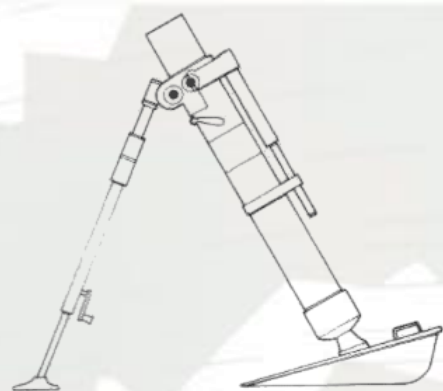
All game props must be treated with care to avoid damage or destruction.

- **Handling Restrictions:**

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



# INDIRECT FIRE



## Indirect Fire (Artillery)

In the game, teams can use indirect fire (artillery) to target specific areas on the map.

### Mortar

- The mortar allows players to hit marked zones on the map, adding firepower to their team.

### Key Points:

- **Target Areas:** Marked as red circles labeled "*artillery zone X*" (where *X* is the zone number).
- **Equipment:** Mortars and ammunition are provided by the organizer but must be transported and operated by players.
- **Ammunition:** Limited supply, simulated with small pyro-rockets that fly 30–50 meters.

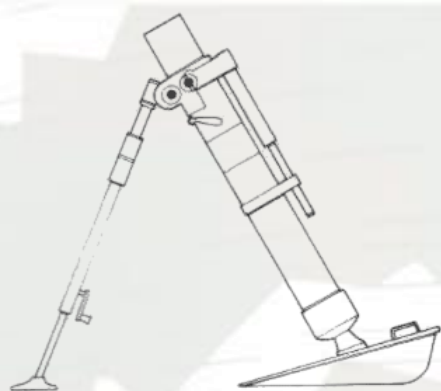
### How to Use the Mortar

1. **Position the Mortar:** Set it up near the target zone.
2. **Aim:** Point the mortar upwards so the rocket explodes above the zone.
3. **Clear Path:** Ensure there's nothing blocking the rocket's flight.
4. **Fire:** Light the rocket and drop it into the mortar tube.
5. **Announce:** Loudly shout, "*SHOT FIRED!*"
6. **Repeat:** Fire a total of three shots.
7. **Signal:** To signal that you have fired the mortar and indicate the affected target zone, use the attached signal horn immediately after firing the last shot. Blow the horn the same number of times as the target zone number—for example, blow it twice for zone 2 or three times for zone 3. This ensures opponents are aware of the mortar strike and the specific target zone.

**INTENT OF RULE: FORCE  
STATIONARY PLAYERS TO  
MOVE AND MAKE THE GAME  
MOBILE**



# INDIRECT FIRE



## Bombardment Effects:

All players in the targeted zone are affected by indirect fire, except those who are:

- Inside a fully enclosed building, at least 2 meters from any openings (e.g., windows or doors).
- In a bunker or trench.

## If You're Affected:

### Effect:

- Temporarily out of play (not "hit").
- Put on your hit marker and prepare to regroup.

### Regroup:

Move to a location outside the green circle labeled "*re-group Z X*" (where *X* is the zone number).

### To regroup, you must follow these conditions:

#### 1. Regroup Outside the Zone: Choose a location that:

- Is not in an active battle.
- Has no visible opponents within 100 meters.
- Has no ongoing missions within 500 meters.

#### 2. Stay Stationary:

- Wait in place for 5 minutes with your hit marker on.
- Do not shoot or communicate with teammates during this time.

### Re-Entering the Game

- After 5 minutes, remove your hit marker and rejoin the game.
- If an opponent spots you during your regrouping phase, you must:
  - Move to a new location.
  - Restart a 5-minute regrouping period, no matter how much time you already waited.

# PRISONERS & HOSTAGES

## **Who Can Be Captured:**

Only players with an assigned HVT card can be captured.

## **HVT Identification:**

Players with an HVT card must confirm they can be captured when asked.

## **Optional Physical Capture:**

Players with an HVT card may refuse physical capture but will still be considered captured, and their role in the capture is deemed completed.

## **Search and Interrogation:**

- Players with an HVT card 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.

## **Non-HVT Players:**

Players without an HVT card cannot be taken prisoner or hostage. Doing so is a serious rule violation.

# LOW LIGHT RULES

## **Low Light Hours:**

Rules apply between 19:00-07:00 or other hours specified by the organizer.

## **Flashlight Requirement:**

A flashlight/weapon light is required to participate in night games. It does not need to be in use, but available if needed.

## **Team Requirement:**

Players must not act alone during night games; they must operate in teams of at least two players. If otherwise not stated by the organizer.

## **Weapon Restrictions:**

All weapons classes except sniper may be used during night games, and they have the same rules as during day events/hours.

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

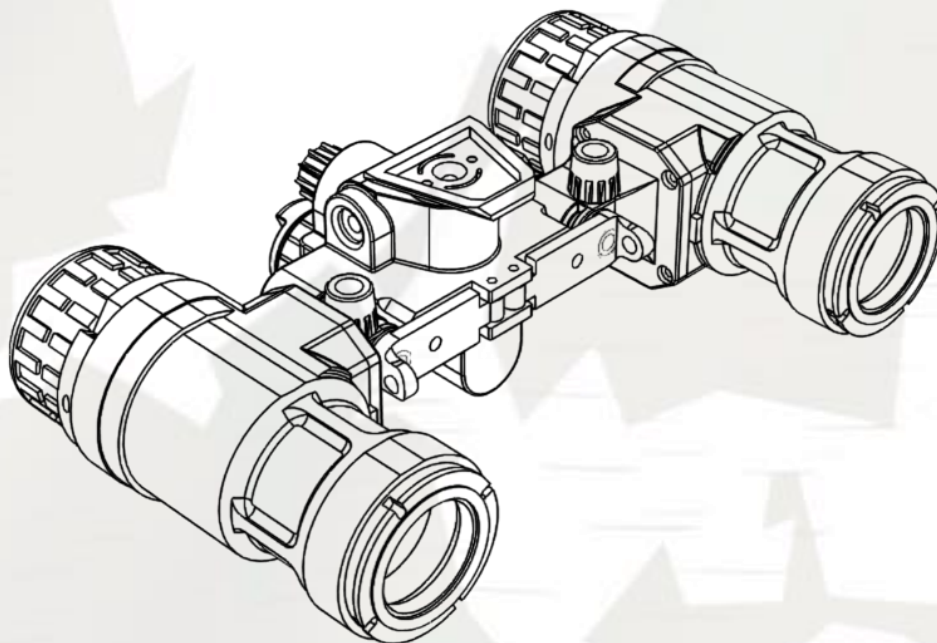
## **Hit Marking at Night:**

### • **Permitted:**

- Hit cloth over white weapon light, headlamp or flashlight
- Orange BLINKING head lamp

### • **Not permitted:**

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





**NORDIC MILSIM**  
MILITARY SIMULATION

# FACTION COMPOSITION & GAME MODES

# FACTION COMPOSITION

We strive to make the game enjoyable for everyone by carefully considering faction composition. In doing so, we take the following aspects into account:

## 1. Airsoft Team Experience and Effectiveness (if known)

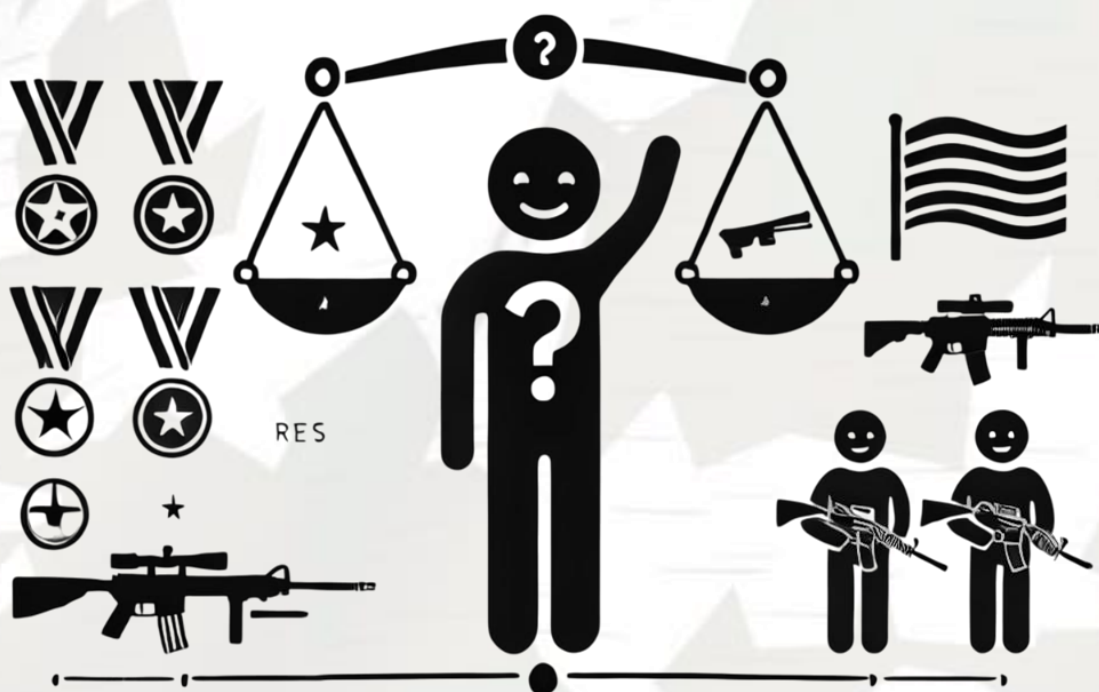
We invest significant time and effort into understanding our returning players. This helps us not only shape future events to better match participant preferences but also track team effectiveness during each game. This information is essential for faction composition. After all, no one enjoys a game where one faction of highly experienced players steamrolls another made up mostly of beginners.

## 2. Weapon Systems

During registration, we'll ask what type of weapon system you plan to use. This allows us to balance weapon types across factions. Factors like minimum engagement distance (MED) and special weapon systems—such as machine guns or snipers—are taken into consideration to ensure fairness.

## 3. Camouflage Patterns/ Faction affiliation

All camouflage patterns and civilian clothing are permitted. However, we will also ask what nation your kit is portraying. While immersion isn't the primary focus of BF4-sim events, we do take this into account—when possible—to enhance the overall experience for everyone.





# ARES ALPHA & MISSION SETS

## ARES ALPHA

We use the in-game interface, **Ares Alpha**. With features like real-time updates, hierarchical communication, and perks collection (such as UAVs and EMPs, Ares Alpha elevates the tactical depth of our events.

### What is Ares Alpha?

Ares Alpha is a real-time tactical application designed for airsoft and paintball, offering advanced tools for strategic gameplay:

**Real-Time Tracking:** View your teammates' positions and statuses (alive, injured, in need of support).

**Enhanced Navigation:** Reduce friendly fire risk with accurate battlefield positioning and custom maps tailored for each game or event.

**Live Notifications:** Stay informed with updates on objectives or orders through phone notifications or Bluetooth smart bands.

**Perks collection:** Find or earn different perks around the map to give your faction the tactical edge.

## MISSION SETS

**Mission Assignment:** During the game (when mission sets are being used), Nordic Milsim will assign missions to each faction.

**Point Value:** Completing a mission earns 100-300 points

**Mission Locations:** Missions can take place outside the areas shown on the game map.

**Strategic Impact:** Missions do more than earn points – they can give your team strategic advantages and additional firepower later in the game.

### How Missions Work:

- 1. Using Ares Alpha:** Missions are completed through the Ares Alpha app, which is required to collect mission points.
- 2. QR Code Activation:** Missions are accessed by scanning QR codes with the app. The initial QR codes are located in the team's main respawn area. However, these codes can only be activated at specific times, as indicated on each QR code.
- 3. Multi-Step Missions:** Some missions have multiple steps, where one QR code leads to another with further instructions.

### Pro Tip:

Bring a pen and notepad to jot down critical information from the QR codes – it will be invaluable during complex missions!



# CONQUEST - About

## Objective:

- Teams compete to control strategic domination points (control zones) spread across the area of operations (AO). The goal is to accumulate points by holding and defending these zones over time.

## Key Game Mechanics:

### 1. Strategic Movements:

Teams must prioritize between attacking, defending, and reinforcing control points to maintain dominance across the AO.

### 2. Teamwork:

Effective communication and coordination between squads are critical for success, emphasizing the importance of working together.

### 3. Dynamic Battles:

Control points create hotspots for intense battles, while teams must also account for flanking and mobility to outmaneuver opponents.

### 4. Enhancement through mission sets and perks:

During the game teams are assigned mission sets to solve as well as the ability to collect perks through our in game interface Ares Alpha, such as UAVs and EMPs.



# CONQUEST - Rules

## Gameplay Rules:

### 1. Team Setup:

1. Players are divided into two equal teams,
2. A team commander may be appointed to coordinate strategy and movement.

### 2. Control Points (Domination Zones):

1. The AO contains 4 control points, each marked with visible flags, beacons, or physical markers.
2. Each control point has digital ID-tags to capture the objective.

### 3. Capturing Control Points:

1. A control point is captured when a team has successfully held the ID-tag at the box for x amount of time.
2. Once captured, the point begins generating score for the team that holds it.

### 4. Respawn Rules:

1. Players respawn at captured control points owned by their team or at a team-designated main base if no points are held.
2. If a control point is under attack or contested, respawns at that point are temporarily disabled.

### 5. Scoring:

1. Teams earn points based on the number of control points held at regular intervals (e.g., 1 point per control point every 1 minutes).
2. Teams can earn points based on completed mission sets provided by Nordic Milsim

### 6. Game Duration:

1. Games are played for the entire event duration, with no pauses.

## Victory Conditions:

- The team with the most points at the end of the match wins.
- In the event of a tie, the team controlling the most points when time expires is declared the winner.

# RUSH - About

## **Objective:**

Teams battle to either attack or defend a series of objectives in a sequential order. The attacking team must capture each objective to advance, while the defending team strives to prevent them from progressing.

## **Key Game Mechanics:**

### **1. Sequential Gameplay:**

Attackers must advance through objectives in order, creating high-pressure battles at each point.

### **2. Team Coordination:**

Both teams need strong communication and strategy. Attackers must coordinate assaults, while defenders must adapt to prevent breaches.

### **3. Dynamic Shifts:**

As objectives are captured or defended, the battlefield shifts, forcing teams to adjust tactics in real-time.





# RUSH - Rules

## Gameplay Rules:

### 1. Team Setup:

1. Players are divided into two factions: Attackers and Defenders.
2. Factions may have designated commanders to coordinate overall strategy.

### 2. Objective Points:

1. The AO contains 3-5 objectives set in a linear progression (e.g., Alpha → Bravo → Charlie).
2. Attackers must capture objectives in sequence, while defenders aim to hold their ground.

### 3. Capturing Objectives:

1. To capture an objective, attackers must hold and defend an Ares Alpha box for 3 minutes.
2. Once captured, the attackers receive 100 points and game pauses for 5 minutes.
3. After capture, and 5 min admin pause, attackers may assault the next objective.

### 4. Defending Objectives:

1. Defenders aim to hold each objective until the time for that phase runs out (e.g., 20-30 minutes per objective).
2. If they succeed, the round ends, and defenders are awarded 100 points.
3. After the time limit runs out, there will be a 5 min admin pause and defenders need to move to defend the next objective.
4. Attackers start their assault on the next objective after the 5 min admin pause, no matter if the defenders successfully defended the previous one or not.

### 5. Movement Restrictions:

1. Attackers are free to move anywhere on the map but must capture objectives in the correct sequence. They are not allowed to come within 100 meters of a defender's respawn point.
2. Defenders are not allowed to move more than 15 meters beyond the frontline established by the active objective.

### 6. Respawn Rules:

1. Attackers respawn at a forward base or a designated mobile respawn point (if available). The previous objective will act as the respawn point once that phase has ended.
2. Defenders respawn at any of the objectives behind the current phase one..

### 7. Scoring:

1. Attackers earn points for capturing each objective (100 points).
2. Defenders earn points for every objective defended (100 points)
3. The game ends when either all objectives are captured, or time runs out with defenders holding their ground.

### 8. Game Duration:

1. Each round lasts 90-120 minutes, depending on the number of objectives. Teams switch roles after the first round, and total scores determine the winner.

## Victory Conditions:

- Overall points to each side.



# DOMINATION - About

## Objective:

Teams compete to control a small number of closely placed objectives (control points) within the AO. Unlike Conquest, there are no uncapturable bases, and players cannot respawn directly at control points, creating a fast-paced, action-packed environment.

## Key Game Mechanics:

### 1. High-Intensity Combat:

1. The smaller map scale and proximity of objectives lead to non-stop action and shorter travel times.

### 2. Dynamic Control:

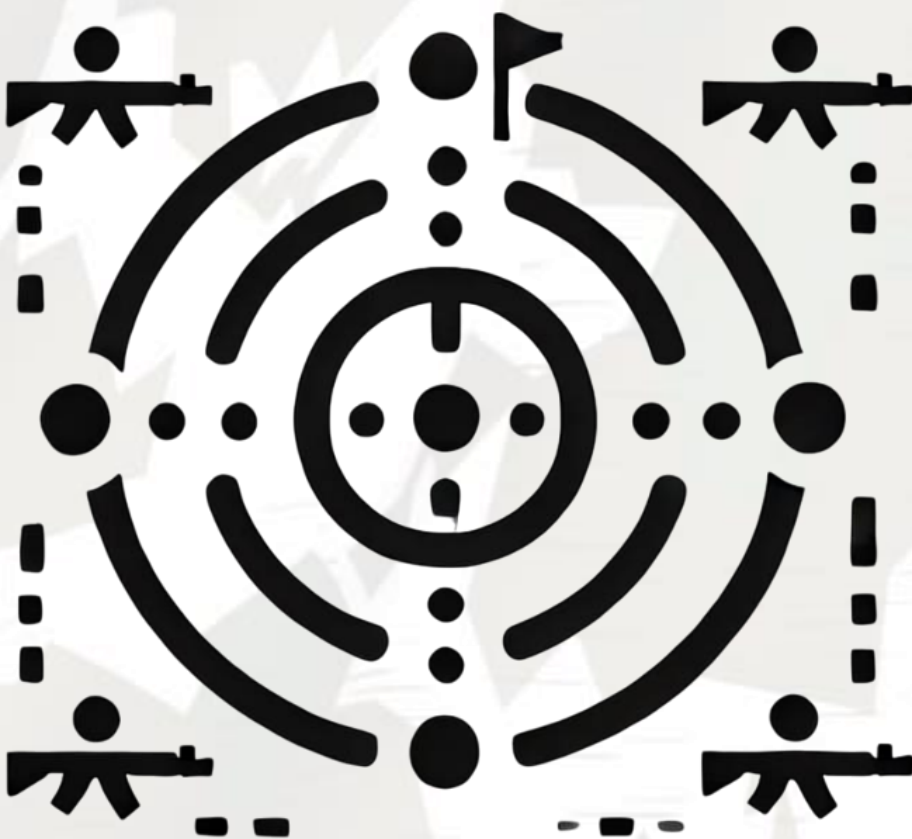
1. Control points change hands quickly, requiring teams to adapt to shifting battlefield conditions.

### 3. Team Strategy:

1. Coordination between squads is critical to maintain control while also defending against counterattacks.

### 4. Unique Respawn Rules:

1. Respawn on a squad member creates a dynamic and ever-changing game map, where fronts and firefights can emerge anywhere. This system ensures that players can stay engaged with their friends and teammates, preserving the team-based aspect of airsoft while allowing for fluid and exciting gameplay.



# DOMINATION - Rules

## 1. Faction Setup:

1. Players are divided into 2-3 factions, each working to dominate the control points.
2. Factions may appoint a commander and/or squad leaders to organize strategies.
3. Each faction is divided into squads with a maximum of 5 players. This structure is essential for implementing the respawn rules. If a team has more than 5 players, they are split into additional squads.

## 2. Control Points:

1. The AO contains 3-4 objectives positioned close to each other. Objectives are marked with visible flags, beacons, or other markers to designate capture zones.
2. Each control point has digital ID-tags to capture the objective.

## 3. Capturing Control Points:

1. A control point is captured when a team has successfully held the ID-tag at the box for x amount of time.
2. Once captured, the point begins generating score for the team that holds it.
3. Control points can be recaptured at any time.

## 4. Respawn Rules:

1. Players respawn either at a main respawn **or on a squad member**.
  1. Respawn at a **main respawn** is **instant**.
  2. Respawn on a **squad member** is **5 minutes**
  3. Respawn on a squad member is **not allowed** if they are inside an overhead structure.
  4. Respawn on a squad member is **not allowed** 50M or closer to a domination point.
  5. When respawning on a squad member, **neither** the respawning player **nor** the squad member being used as the respawn point can move or fire their weapons.
  6. Respawning on a squad member can be canceled, allowing the squad member to move and fire again. **However**, canceling the respawn will reset the respawn timer for the player attempting to respawn.
2. Respawning at domination points is not allowed.

## 5. Scoring:

1. Teams earn points for every minute they hold a control point.
2. The more control points a team holds, the faster their score increases.
3. The first team to reach the point limit or the team with the most points when time expires wins.

## 6. Game Duration:

1. Matches are typically 90-240 minutes long.

## Victory Conditions:

- The team with the most points at the end of the game is the winner.
- If a point limit is reached (e.g., 200 points), the game ends immediately, declaring the leading team the winner.