

Danish MilSim Rules

V2.1a6

English

These are the Danish rules for Military Simulation (MilSim) games. MILSIM covers airsoft simulations of all military operations types, from Anti Terror through regular battles to peace keeping missions.

The rules are based on a rule-set originally developed by Fynske Jæger Regiment, have gone through several revisions and will still be updated when new issues or ideas are brought up. Though originally meant only for FJR's own scenarios, the rules have been adopted by most Danish milsim teams, and can thus be viewed as the official Danish rules.

Besides FJR the main contributor is Anders Nielsen, who made the new weapon upgrade rules. Many good points raised by other players, both in the field on the forums of www.milsim.dk have also been incorporated into the rules as have experiences and rules from games abroad.

Further thanks and credit goes to:
75th Rangers, SIGMA, 4th MIR, MEU, EXCES, and group of Freelance milsimmers.

1 PERSONAL WEAPONS AND GEAR	3
1.1 GENERAL INFORMATION	3
1.2 WEAPONS	3
1.3 MINES AND GRENADES	5
1.4 GRENADE LAUNCHERS AND AT WEAPONS	5
1.5 BODY ARMOUR AND HELMETS	5
2 GENERAL RULES.....	6
2.1 PLAYING AREA, CIVILIANS AND ANIMALS.....	6
2.2 MARKINGS.....	6
2.3 SPECIALISTS: MEDICS, MARKSMEN AND SUPPORT GUNNERS	6
2.4 TAKING HITS.....	7
2.5 MEDICS AND WOUNDS.....	7
2.6 ALTERNATIVE COMBAT.....	8
2.7 ATTACKING THE ENEMY CAMP.....	9
2.8 GOING OFF-GAME.....	9
3 VEHICLES	10
3.1 GENERAL RULES FOR VEHICLES	10
3.2 VEHICLES AND COMBAT	10
4. RADIOS.....	11
4.1 DANISH LAW	11
4.2 EAVESDROPPING AND JAMMING.....	11

Disclaimer:

It is up to the players to be informed about danish law, especially regarding use of uniforms. The organizers have no responsibility for the conduct or safety of individual players. If players are caught with illegal uniforms or equipment, the organizers will hand over any relevant information about the players in question to the authorities.

By signing up for an event, the entrants accept full responsibility for their own actions and implicitly state to be aware of the relevant laws and rules.

1 Personal Weapons and gear

1.1 General information

Think and play safely. Remember to use a carrying case which hides your weapon when outside the playing area. By nature, every situation can't be described in the rules. If you are in doubt, think about the spirit of the rules: What is realistic and how can that be translated into the game in a fun way. Don't just do whatever is easiest or gives you the greatest advantage.

1.2 Weapons

Please use realistic weapons. Bringing unrealistic weapons will destroy the sense of immersion for your team mates. This is not meant to force people to use a specific variant of M16 rifle, but rather to avoid weird ultra short weapons with huge taped-on batteries. Don't let these rules kill you creativity though. Just use common sense when modifying or buying weapons for MilSim.

Magazine size

Unless otherwise stated, all weapons use standard magazines, defined as spring operated magazines with a capacity of no more than 80 rounds.

Shooting Style

Since a Milsim scenario is attempting to simulate a real military engagement, please do not use shooting styles that take advantage of the properties of softguns.

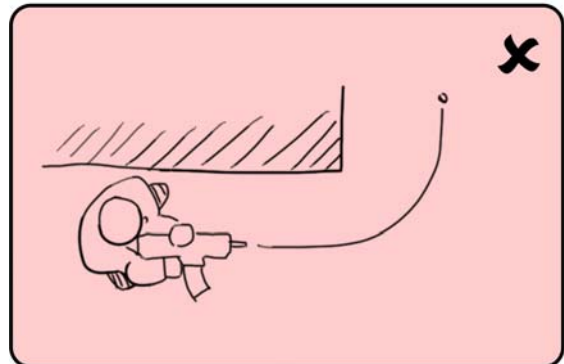
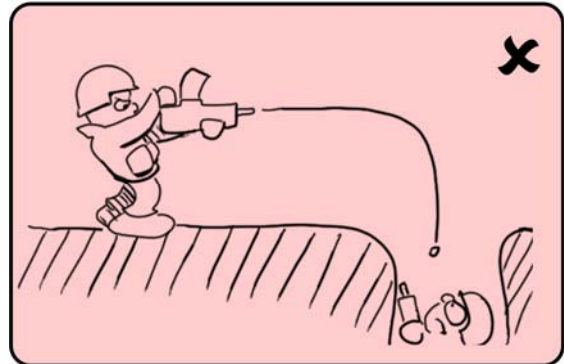
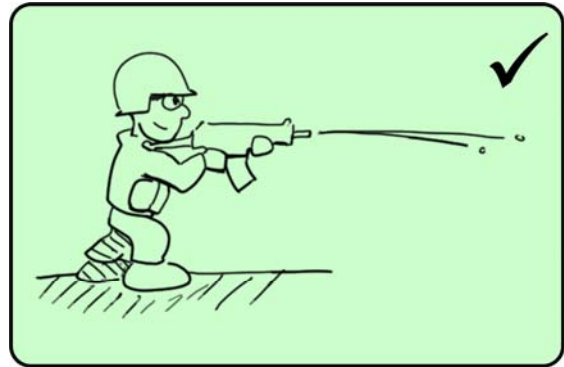
For instance, using the hop-up system to bank shots around corners or over cover by tilting or inverting the weapon is not allowed.

Ammunition

Most games require the players to use bio-degradable or dark BBs. Be sure to check the specific rules for the game you are going to!

Safety distances

All velocity limits are written using the Mxxx notation, giving the velocity measured with a 0.2 gram BB at the muzzle. A deviation of max 9m/s is allowed.



Upgrade	M100	M120	M130	M140	M150	M160	M170	M190	M210
Min. distance	0	5	10	15	18	22	25	30	35
FA indoors	YES	NO	NO	NO	NO	NO	NO	NO	NO

Weapon Classes

Weapons are divided into different classes with different upgrades allowed, to reflect their real life capabilities.

Class	Max upgrade	Examples	Notes
Pistols	M100	M9, 1911	
Submachine gun	M100	MP5, Uzi, P90	Anything that uses a pistol round
Rifles and carbines	M120	M4, M16, G3	
Specialist: LSW	M130	M16 LSW, G36 LSW	May use box magazine, up to 2000 rounds No variable zoom optics Minimum weight: 5 kilograms*
Specialist: LMG	M140	M249, M60	May use box magazine, up to 2000 rounds No variable zoom optics Minimum weight: 7 kilograms* Support weapon
Specialist: 5.56 SA AEG marksman	M170	SR15, SL8	Minimum barrel length 45 cm SA only. 30 BBs/magazine
Specialist: 7.62 SA AEG marksman	M190	PSG1, Dragunov	Minimum barrel length 45 cm SA only. 30 BBs/magazine
BA sniper	M210	APS2, M700	Minimum barrel length 45 cm.

CO₂ and HPA weapons

Due to safety reasons these weapons are currently not allowed. Ask the organizers of an event if you want to bring one.

AEG Marksman rifles.

An AEG marksman rifle may only be used in single shot mode. Additionally you may only have **one** BB in the air between you and your target at the same time. Once the BB passes your target you may fire again.

Support weapon weights

The weights include: The weapon, a loaded box magazine, battery and bipod. Optical sights, slings, lights and other add-ons do NOT count towards the minimum weight.

Specialists

Marksmen and players carrying support weapons (LSWs or LMGs) are “specialists”, as are medics. There is a limit to how many specialists each side can have (see 2.3). Players with bolt action rifles are NOT specialists.

1.3 Mines and grenades

Mines that are supposed to kill enemy players must be of a type that shoots BBs. Anyone hit by BBs from a mine counts as dead (not just hit). They must wait 10 minutes before returning to the field hospital to respawn.

Small electronic alarms can be used to reveal enemy movement, but people tripping such alarms are not injured.

1.4 Grenade Launchers and AT weapons

Grenade launchers and AT weapons can be used in two different roles: As anti-personnel weapons or anti-vehicle weapons. As anti personnel weapons they fire 6mm BBs and can hit people normally. Anti-vehicle weapons must use a gas or air charge to create a kind of smoke cloud. They must also be fitted with a red light so the people being shot at know just how dead they are.

1.5 Body armour and helmets

Players can wear both body armour and helmets for protection. See the medic section for details about the benefits. To count as protection, the following requirements must be met:

Body amour: The armour must contain one or two hard plates. These must be a minimum of 20cm x 25cm in dimension and there combined weight must be at least 2.4 kilograms. Real level III plates may be used even if they weigh or measure less than this. Alternately a real military fragmentation vest with full flex-Kevlar coverage can be used without plates if it weighs more than 3 kilos before adding pouches and equipment. If you have a body armor system that is not covered by the rules, but you still feel is realistic, contact the organizers.

Helmets: Helmets must look like ballistic helmets (no air holes on top for instance) and weigh at least one kilogram. This weight is before adding extra equipment like NVG mounts, counterweights, lights and so on, since these items would also make a real helmet heavier. A real level IIIA helmet may be used even if it weighs less than 1 kg.

2 General rules

This section contains the basic rules for playing MilSim scenarios.

2.1 Playing Area, Civilians and Animals.

Be courteous towards the animals. We are allowed in the area, they have a right to be there.

Be aware that civilians may enter the area. If this happens, stop the game and **politely** ask them to leave. The players are not allowed within 50 meters of the playing area boundaries or any roads with civilian access, unless specifically allowed by the organizers. Any players who accidentally wander into this zone and are spotted by the enemy or organizers can all be declared dead, must wait 10 minutes and go to the field hospital.

2.2 Markings

A. Side marking

If sides can't be divided by camouflage type, they will be given arm-bands. These must be worn visibly (from both front and behind) on the upper right arm or as instructed.

B. Medics and off-game players

Medics are marked clearly with some kind of medic symbol on their shoulder/arm. It does not have to be a big white circle with a red cross, but should be identifiable at a distance. Off-game (including dead) players are marked with yellow or orange.

C. Snipers

Players wearing ghillie suits may choose to apply the marking band to their chest **outside** the ghillie suit so it is visible when standing up. Otherwise they must wear it on the arm as normal.

D. Vehicles

Like players, in-game vehicles must be marked by the same colours used by the teams. If the teams are divided by camouflage, the organizers will assign colours for vehicle marking.

2.3 Specialists: Medics, Marksmen and Support Gunners

Specialists are players working as medics, marksmen or carrying support weapons. There is a limit to how many specialists each team may have in total and also a limit on the number of each type:

Players	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16
Specialists	1	2	3	4	5	6	7	8
Max of each type	1	1	2	2	3	3	4	4

As an example, a 13 player team can have 7 special functions, but they can have a maximum of 4 support gunners: 3 medics and 4 support gunners is allowed, while 1 medic and 5 support gunners isn't, as this would take them over the maximum of 4 of one type (gunners). Similarly, a setup of 3 support gunners, 2 marksmen and 2 medics would be legal (total of 7), while 3 support gunners, 3 marksmen and 2 medics isn't (total of 8). Extrapolate the table for bigger teams.

2.4 Taking hits

When you are struck by a non-ricocheting BB for whatever reason you count as "hit".

A. Counting hits

You are hit when hit on the body, gear or armour. Hits on weapon or backpack hits where a real bullet would have gone through the pack or weapon without hitting the player do not count either. This only applies to an actual backpack, not combat vests, plate-carriers and so on. **All** hits on this kind of equipment count.

B. Getting hit

When you are hit, drop to the ground and shout "HIT". Mark yourself as dead by holding your weapon vertically if there is a lot of shooting around you. It is the responsibility of wounded players to mark them selves as such to avoid getting shot again. Often an opposing player can't see the opponent's entire body and can't tell that he is wounded. We recommend putting a brightly coloured cloth over the head during daytime, and using an orange or yellow (**not** red) light at night.

C. Wounded and calling for medics

It's allowed to shout for a medic once every minute or so. Wounded players may say absolutely **NOTHING** to live players. They may not point, nod, use the radio or make any gestures to indicate where the enemy is. It's allowed to slowly crawl away if you are taking hits, but **not** towards a medic. It is **not** allowed for live players to use dead or wounded players as cover.

D. Dying

If you have not been healed by a medic within 10 minutes of getting hit, you are dead. Return to the field hospital. Even if there is no chance of being saved by a medic (if you are all alone or because of previous wounds) you still have to stay the full 10 minutes before moving to the hospital! No players may return to the hospital without waiting the full 10 minutes. **EVER!** Doing so is cheating.

E. Extending wounded time

Each player may carry a personal field-dressing. A non-medic team-mate may apply the wounded player's own field dressing to extend the bleed out time by an extra 10 minutes. This is a bandage like any others and must be applied properly. This should take a minimum of 1 minute. When the full 20 minutes are up and no medic has arrived, nothing more can be done. Once the dressing is applied, the player **must** wait the full 20 minutes before declaring himself dead and returning to the field hospital.

2.5 Medics and wounds

Medics can patch up hit players so they can rejoin the game. There is a limit to how many times this can be done.

A. Field dressings

A medic carries a maximum of 20 field dressing besides his "personal" one.

B. Resupply

Once the medic has used all his dressings, all he must return to the field hospital for supplies.

C. Healing

When the medic reaches a wounded player, he may remove the personal dressing that may have been applied to extend the wounded time. He may then heal the player by applying a new dressing. The dressing should be applied properly, and this should take a minimum of 1 minute. It is not enough to quickly tie the dressing around the wounded player and run off. The medic may do nothing else while healing a player. A medic can only heal one player at a time.

D. Moving wounded players

A wounded player may be moved by his comrades. He may help by kicking his legs, but he may not walk or run.

E. Number of wounds

The third time a player is hit he is dead. This means that when a player has been healed twice, the next hit will kill him

F. Armour

Body armour and helmet both give one extra healing "ticket". This means that a player with both armour **and** helmet is only without hope of being saved by a medic the fifth time he's hit.

G. Dead players and respawn

Once a player is dead he should return to the nearest field hospital to respawn. Once at the hospital he must spend 30 minutes there. After this, he's back in the game and can remove all dressings. Live players can also spend 30 minutes in the field hospital and may then remove all dressings. A medic can also respawn players and remove dressings in the field. He can only work on one wounded/dead player at a time, and the operation takes 45 minutes. The medic may do nothing else during this period. If the work is interrupted, the 45 minutes start again. When at the field hospital there may be NO communication with live players (except for off-game messages), but eating, reloading and such **is** allowed.

2.6 Alternative combat

Sometimes you can't shoot people for safety, stealth or other reasons. The following rules cover these situations.

A. The "BANG" rule

This rule is used when engaging people within 6 metres. Point the weapon and shout bang instead of shooting. The weapon must be loaded and ready to shoot and aimed correctly. You can only BANG one player pr. second. You can only BANG people who are not aware of your position.

B. Knife Kills

Knife kills are used when players get really close undetected. Tap the opposing player's shoulder and say/whisper "knife kill". The attacked player is now dead and may NOT shout for medic or anything else. He must wait 10 minutes and can then return to the field hospital to respawn. It's allowed to shout "medic" once you leave for the hospital so your friends know what happened and that you are not in fact lost in the forest or stuck in a bog somewhere.

2.7 Attacking the enemy camp

Because there may be people sleeping in a camp, additional safety measures must be used here. There may be NO shooting into or out of tents!!!!

There are 3 different ways of attacking:

A. All out attack

Charge the camp like any other position. People who have not left their tents to engage the enemy within 2 minutes after the shooting starts are automatically counted as dead. It's up to the attackers to announce that the two minute limit is up by shouting it loud and clear.

B. Stealth attack

The attackers sneak into the camp and knife-kills everybody inside the tents. No shooting allowed for safety reasons. The defenders can "BANG" the attackers, but not the other way around. The defenders MUST be touching a weapon when they BANG the attackers. Be silent when making stealth attacks.

C. Single tent assault.

The attackers sneak up on the defenders' tent and shout BANG BANG BANG really loud. All the occupants in the tent are dead. This is the only time where multiple players can be BANGED at the same time. This can also be used to start an "all out" attack.

Note that if any of the defenders in case B or C starts shooting outside the tents, the assault automatically defaults to type A. No BANGs or knife-kills are allowed after that. This may happen if a sentry was missed or a patrol returns unexpectedly for instance.

2.8 Going off-game

Sometimes players have to go off-game for various practical real-life reasons. If off-game players encounter the enemy, they count as dead. They can continue doing whatever they went off-game to do, but before going in-game, they have to go to the field hospital to respawn.

3 Vehicles

3.1 General rules for vehicles

The most important rule is that nobody gets hurt. Note that the vehicle rules are experimental! Organizers are encouraged to experiment with alternatives!

- A. The vehicles must be safe. Brakes, steering and such MUST be 100% functional. They may not be driving on public roads, but safety is paramount.
- B. They may not have serious leaks, or otherwise be excessively polluting
- C. All cars must contain a measuring tape for measuring distances to AT weapons and such. 50 metres minimum.
- D. Players may shoot at other players in vehicles. They may NOT deliberately shoot at the vehicles themselves, unless as described below.

3.2 Vehicles and Combat

There are several ways to attack and destroy vehicles in MilSim games

A. AT weapons

Vehicles can be destroyed by AT weapons. This includes LAWs, AT4s or similar and grenade launchers. In this weapon there must be a smoke effect and a red light. The smoke in an M203 may be just gas pressure from the shell, as long as it's visible. Fire the weapon from a position visible to the driver and within range (50 metres) while flashing the red light. The vehicle is destroyed, and anyone on board is killed (not just hit), and must return to the medical station.

B. Normal weapons

Normal combat rules apply. If you actually hit the driver he counts as hit (just like in normal combat), and has to stop the vehicle (and turn off the engine) at once. The vehicle itself is not regarded as damaged, and another player can use it immediately after (with permission from the owner). Players can destroy a stopped enemy vehicle by physically touching it. Abandoned vehicles can be destroyed in the same manner (leave a note and report it to the organizers). If vehicle riders are in a closed car with rolled-up windows, you obviously can't hit them, so don't shoot BB's at the vehicle. Think of such a vehicle as lightly armoured, and use the weapons described in A to fight them.

C. Destroyed vehicles

A destroyed vehicle must return to headquarters and wait 2 hours to respawn.

4. Radios

4.1 Danish Law

Radio use in Denmark is tightly regulated, and using illegal radio bands is fined heavily. The legal radio bands are the PMR bands, consisting of the following 8 channels:

Channel	Freq/MHz
1	446.00625
2	446.01875
3	446.03125
4	446.04375
5	446.05625
6	446.06875
7	446.08125
8	446.09375

Because of the limited number of radio channels, it is recommended that the organizers contact team leaders well before the game to coordinate the distribution of radio channels. Remember that more than one group can use the same PMR channel, using CTCSS privacy codes. Other frequencies may be used by players with the proper Danish permits.

It is also legal to use the older 27MHz radios, but because of their limited range it is recommended that groups using these also carry at least one PMR radio.

4.2 Eavesdropping and jamming

Listening to the enemy radio traffic is allowed. Any transmission on the enemy net (except for emergencies) is not allowed.