

Danish MilSim Rules
V3.1
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, now known as The Royal Scots (TRS), have gone through several revisions and will still be updated when new issues or ideas are brought up. Though originally meant only for TRS own scenarios, the rules have been adopted by most Danish milsim teams, and can thus be viewed as the official Danish rules.

Besides TRS the main contributor is Anders Nielsen (EXCES), 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, DUFF, AOE, UH and other groups of Freelance milsimmers.

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Disclaimer:

It is up to the players to be informed about Danish law, especially regarding use of uniforms, eye protection and airsoft weapons. 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. 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.

1.3. Magazine size

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

1.4. Shooting Style

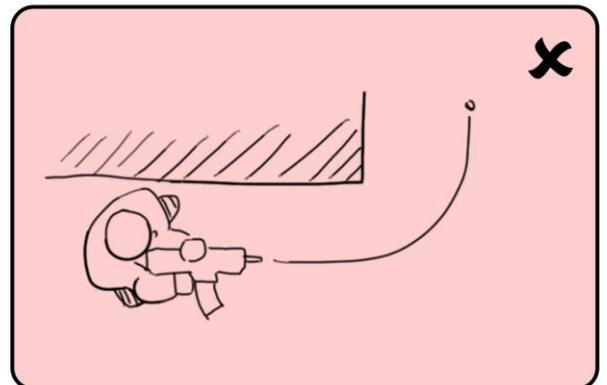
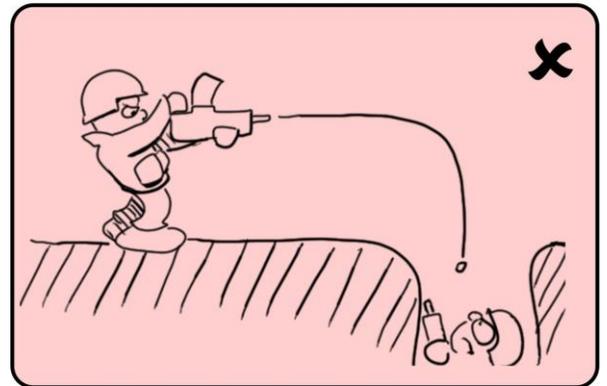
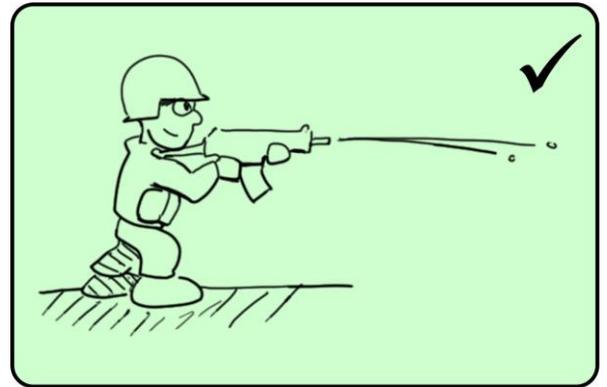
Since a Milsim scenario is attempting to simulate a real military engagement, please do not use shooting styles that take advantage of the properties of softguns. For instance, using the hop-up system to bank shots around corners or over cover by tilting or inverting the weapon is not allowed.

1.5. Ammunition

Most games require the players to use dark BBs. Be sure to check the specific rules for the game you are attending!

1.6. Safety distances

The minimum safety distances can be determined from the table below. On the last page of these rules are a table which helps in converting m/s into Joule.



Muzzle Energy	1,21J	1,69J	1,96J	2,25J	2,56J	2,89J	3,24J	4 J	4,84J
Min. distance	0	6	10	15	18	22	25	30	35
FA indoors	YES	NO	NO	NO	NO	NO	NO	NO	NO
SA Indoors	YES	YES	NO	NO	NO	NO	NO	NO	NO

1.7. Weapon Classes

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

Class	Max	Examples	Notes
Pistols	1,21 J	M9, 1911	
Submachine gun	1,21 J	MP5, Uzi, P90, Bizon	Anything that uses a pistol round
Rifles and Carbines	1,69 J	M4, M16, G3	
Specialist: LSW	1,96 J	M16 LSW, G36 LSW RPK	May use box magazine, up to 800 rounds, may also use H-bar magazines of a maximum capacity of 150 rounds No variable zoom optics Minimum weight: 5 kilograms*
Specialist: LMG	2,25 J	M249, M60, M249, PKM	May use box magazine, up to 800 rounds No variable zoom optics Minimum weight: 7 kilograms*
Specialist: SA marksman	3,24 J	SR15, SL8, PSG1, Dragunov, SR25	Minimum barrel length 45 cm SA only. 30 BBs/magazine
BA sniper	4,84 J	APS2, M700	Minimum barrel length 45 cm.

1.8. Chronographing weapons.

You chronograph your weapon using the bullet weight that you normally use, and with the hopup-unit adjusted as you would when you play.

The joule limits is an absolute limit, meaning that if just *one* shot out of a series exceeds the limit, your weapon is rejected for that category of weapons. It is always the game organizers chronograph that is correct, regardless what you measured at home.

1.9. 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 at a time. You may fire again, when you are sure your previous bullet is no longer traveling.

1.10. Support weapon weights

The weight includes: The weapon, an empty box magazine, battery and bipod.

The weight does *not* include: Optics, sling, lights and other add-ons.

1.11. Specialists

Marksmen, Medics and players carrying support weapons (LSWs or LMGs) are “specialists.

There is a limit to how many specialists each side can have (see 2.3). Players with bolt action rifles are NOT specialists.

1.12. Mines and grenades

Mines and grenades must be of a type that gives a bang or emits BB's. Anyone within 3 m. radius of an exploding mine/grenade counts as dead (not just hit). Only realistic hardcover can save you, within the 3 meters. If dead you must wait 10 minutes before returning to the field hospital to respawn. All mines/grenades not provided by the organizer, has to be approved, by the organizer before being used at any game.

1.13. 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 emit a bang and create a kind of smoke cloud. They must also be fitted with a red light so the vehicle being shot at, know just how dead they are. AT-weapons have a maximum range of 75 meters. If you use a grenade launcher to combat a vehicle, you have to hit the vehicle with the BB shower from the grenade.

1.14. Body armor and helmets

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

1.14.1. Body amour: The armor must contain two hard plates. These must be *rigid* and a minimum of 20cm x 25cm in dimension and their combined weight must be at least 2.4 kilograms. Alternatively a fragmentation vest with full flex-Kevlar coverage can be used without plates, if it weighs more than 3 kilograms, 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.

1.14.2. 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 100 meters of the playing area boundaries or any roads with civilian access, unless specifically allowed by the organizers. Any players who wander into this zone must immediately leave the zone, and return *the same way* they entered.

2.2. Markings

A. Team marking

If teams 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 colors used by the teams. If the teams are divided by camouflage, the organizers will assign colors 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 armor. Hits on weapon or backpack, where a real bullet would have gone through the pack or weapon without hitting the player, does 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 themselves 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.

C. Woundcard

Now you draw a random card from you woundcard pile, and act accordingly.¹

¹ Be aware that games without woundcards may occur, but then the death/medic rules will be posted beforehand, and repeated at the pre-game briefing.

D. Dying

If you are dead, apply your deathrag, and act according to your woundcard

E. Extending bleedout time

You can extend the time it takes for you to bleed out, if specified by the woundcard. Be aware that this counts as an “action” and you are therefore dead, if hit again, while performing this action.

2.5. Medics and wounds

Medics can patch up hit players so they can rejoin the game, according to the wound and treatment specified by the woundcard.

A. Field dressings and other supplies

A medic must have in his possession; Bandages, Tourniquets, “IV-drops”, “painkillers”. He may have as much as he can carry, but may not use other items then the tourniquets more than once, between resupplying

B. Resupply

The Medic may only resupply at the field hospital, or the BSO.

C. Healing

Follow the instructions as specified on the wounded players woundcard

D. Moving wounded players

Wounded plays may be moved, or move themselves, as specified by the woundcard drawn by the player. But if the wounded player is hit, while being moved, he is immediately dead.

E. Performing actions while wounded

The woundcard specifies what actions the wounded player can perform while wounded. So unless otherwise specified by the woundcard, the wounded player is allowed to communicate with fellow players.

But be aware that performing *any* action while wounded, means that you are a target again, and a second hit will *kill* you.

F. Armor

The woundcard will specify what benefit you have by wearing armor and/or helmet.

G. Dead players and respawn

Dead players *must* mark themselves with some sort of brightly colored rag/cloth, commonly referred to as a “deathrag”. This is so everybody is aware that this players is no longer part of the combat. Dead players may not communicate with “living” players, or in any other way interfere with any part of the game.

2.6. Alternative combat

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

2.6.1. The "Flatfooted" rule

This rule is used when engaging people within 6 meters. Point the weapon and shout bang instead of shooting. The weapon must be loaded and ready to shoot and aimed correctly.

Your target has to be caught by unaware, off guard and/or by surprise and have no means of hindering or countering your "kill".²

Afterwards you have to take one shot into the ground, to prove that your gun was able to shot, and there are BB's in the magazine.

If you are caught flatfooted, you are *dead* and do not need to draw a woundcard

2.6.2. 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 attackers are automatically "flatfooted" when inside an enemy tent. This means that defenders can call out "BANG" while having a hand on a weapon, (does not need to be loaded), and "kill" the attacker instantly.

C. Single tent assault.

The attackers sneak up on the defenders' tent and shout BANG BANG BANG really loud, and shot their guns into the air/ground. All the occupants in the tent are dead. 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. All flatfooted and knifekill rules revert to default after this. For example this may happen if a sentry was missed or a patrol returns unexpectedly.

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.

² See description of flatfooted rule in Appendix 2.

3. Vehicles

3.1. General rules for vehicles

The most important rule is that nobody gets hurt.

- A. Vehicles must be road-legal with plates and legally ensured.
- 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. 75 meters 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

3.2.1. AT weapons

Vehicles can be destroyed by AT weapons. This includes LAWs, AT4s or similar. In this weapon there must be a smoke effect and a red light. Fire the weapon from a position visible to the driver and within range (75 meters) while flashing the red light. The vehicle is destroyed, and anyone on board is killed (not just hit), and must return to the field hospital.

3.2.2. Grenade Launchers

Vehicles can be destroyed by grenade launchers. The BB's from the grenade must hit the vehicle with the BB shower. The vehicle and the driver are instantly dead. Other players in the vehicle must be hit by the BB's to be hit.

3.2.3. Destroyed vehicles

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

A destroyed vehicle *cannot* transport "living" players. If a living player decides to get a lift from a destroyed vehicle, he is automatically dead.

If a destroyed vehicle transports dead players, these players spawn with the vehicle (2 hour spawn time).

Non-destroyed vehicles can transport dead players, *if* the players *haven't* moved from the place where they died. This is considered casualty evacuation.

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.

Appendix 1: Muzzle velocities and muzzle energy

The table below is provided to help you calculate the muzzle energy of your airsoft gun.

- The yellow row is the weight of the used BB in grams.
- The "Joule" column is the maximum allowed muzzle energy.
- The fields in two shades of green is the corresponding maximum muzzle velocity in m/s

Meters	Joule	0,2	0,25	0,28	0,3	0,34	0,36	0,4	0,43	0,45	Safety distance in meters	Indoors
M100	1,21	110	98,39	92,97	89,81	84,37	81,99	77,78	75,02	73,33	0	FA
M120	1,69	130	116,28	109,9	106,14	99,71	96,9	91,92	88,66	86,67	6	SA
M130	1,96	140	125,22	118,3	114,31	107,38	104,4	98,99	95,48	93,33	10	Nej
M140	2,25	150	134,16	126,8	122,47	115,04	111,8	106,07	102,3	100	15	Nej
M150	2,56	160	143,11	135,2	130,64	122,71	119,3	113,14	109,1	106,67	18	Nej
M160	2,89	170	152,05	143,7	138,8	130,38	126,7	120,21	115,9	113,33	22	Nej
M170	3,24	180	161	152,1	146,97	138,05	134,2	127,28	122,8	120	25	Nej
M190	4	200	178,89	169	163,3	153,39	149,1	141,42	136,4	133,33	30	Nej
M210	4,84	220	196,77	185,9	179,63	168,73	164	155,56	150	146,67	35	Nej

Appendix 2: Flatfooted

Being caught flatfooted means that you are caught unaware, off guard and/or by surprise.

Your assailant has to be within 6 meters and has to have a clear shot.

It is *not* a requirement that the assailant has to be undetected.

The assailant has to surprise you in such a way, that you have no way of defending yourself in any legal or safe way.

1. Example

You are standing at a corner, and you know that there are enemies just around it. You stand with your weapon down, considering what to do, when suddenly the enemy pops around the corner and shouts "BANG".

Here you are caught off guard, and therefore the flatfooted rule applies, and you are dead.

2. Example

You are on sentry duty and are making your rounds. Your round takes you near a bush, and you do not notice the enemy hiding in it. When you are 5 meters from him, he aims his weapon at you, and shouts "BANG".

Here you are caught unaware, and therefore the flatfooted rule applies, and you are dead.

3. Example

You are making a "hearts and mind"-tour of the city you occupy. You walk around greeting the inhabitants you know. A known local comes up to you extending his hand in greeting. You take his hand to greet him. But instead of the hearty "hello" you are expecting, he pulls a handgun, points it at your chest and shouts "BANG".

Here you are caught by surprise, and therefore the flatfooted rule applies, and you are dead