

BELLUM 2025

WEAPON & CHRONO RULES

Version 1.0

BELLUM

LASERS



Lasers above 1mW are not legal to use without permit in Sweden. Such laser is NOT allowed to be used or be mounted to any guns or equipment!

Q – Can I have my 5mW laser PEQ box on my gun if I remove the batteries?

A – No, it's still not legal.

Q – Can I use my 'eye-safe' IR laser?

A – Only if it's below 1mw and comply to all other Swedish regulations.

Q – I have a dummy PEQ box without laser. Can I have that on my gun?

A – Yes. It's not a laser

See Rule book for more information about lasers.

Trim table

Class	Minimum engagement distance	Max Joule	Max bbs weight	Reference velocity with 0.20g bbs	Maximum Rate of Fire per second (ROF)	Night time use?	BBs weight at Chrono	Max velocity allowed at Chrono with supplied bbs	Cable tie that will be attached to the gun at chrono	
CQB	1 meter	1.2	0.32g	109 m/s	25	Yes - Single fire only	0.32g	86.6 m/s	Black	CQB
ASSAULT	10 meters	1.76	0.32g	132 m/s	25	Yes - Singel fire only	0.32g	104.9 m/s	White	ASSAULT
LMG - Portable	15 meters	2.26	0.32g	150 m/s	25	Not allowed	0.32g	118.9 m/s	Green	LMG
LMG - Vehicle mounted	15 meters	2.26	0.32g	150 m/s	25	Yes - With Search light	0.32g	118.9 m/s	Green	LMG Mounted
DMR, Semi-sniper	20 meters	2.26	0.46g	150 m/s	Singel fire locked	Not allowed	0.45g	100.2 m/s	Blue	DMR
SNIPER A	30 meters	3.3	0.46g	182 m/s	Bolt action only	Not allowed	0.45g	121.1 m/s	Yellow	SNIPER A
SNIPER B	40 meters	4.7	0.46g	217 m/s	Bolt action only	Not allowed	0.45g	144.5 m/s	Red	SNIPER B

BELLUM

Weapon class	CQB
Type of weapon	-Pistols, revolvers, SMG, Rifle -No snipers or LMGs
Fire mode	Single, burst and full auto
Maximum ROF (rate of fire)	25 bbs/sec at full auto
MED (Minimum engagement distance)	1 meter
Maximum joule	1.2J with 0.32bbs
Maximum bbs weight	0.32g
Magazines	- Extended pistol magazines allowed - Low/Mid caps magazines allowed (maximum 130bbs loaded/magazine. If magazine have higher capacity, load max 130bbs) - NO high cap or box magazines allowed, only spring feed. - AR magazine or similar is NOT allowed to be used with pistols.
Night time rules	Single fire only during night time rules.



Weapon class	ASSAULT
Type of weapon	Rifle, SMG -No snipers, LMGs, pistols or revolvers
Fire mode	Single, burst and full auto
Maximum ROF (rate of fire)	25 bbs/sec at full auto
MED (Minimum engagement distance)	10 meters
Maximum joule	1.76J with 0.32bbs
Maximum bbs weight	0.32g
Magazines	-Low/Mid caps magazines allowed (maximum 130bbs loaded/magazine. If magazine have higher capacity, load max 130bbs) - NO high cap or box magazines allowed, only spring feed. - AR magazine or similar is NOT allowed to be used with pistols.
Night time rules	Single fire only during night time rules.



Weapon class		LMG Handheld/carried	
Type of weapon	LMG (Light Machine Gun)		
Fire mode	Burst and full auto		
Maximum ROF (rate of fire)	25 bbs/sec at full auto		
MED (Minimum engagement distance)	15 meter		
Maximum joule	2.26J with 0.32bbs		
Maximum bbs weight	0.32g		
Magazines	High cap and box magazines allowed		
Night time rules	Portable LMG is NOT allowed during night time game		
Special weapon rules	All LMGs must have a ‘real steel version’ that is or has been used by any official military force. If the organizers are unsure that a weapon fulfills the requirement, the player has to provide proof with pictures and/or text with reference that the actual gun is or has been used by an official military force. It’s not allowed to have shorter barrel than the original gun or other major modifications.		
Allowed LMGs, example	M249, M60, Minigun, MG42, PKM, RPK....		
Not allowed LMGs, example	Krytac Trident LMG, H&K M27, M16, Stoner 96 LMG....		

Weapon Class		LMG Mounted to vehicle	
Type of weapon	LMG (Light Machine Gun)		
Fire mode	Burst and full auto		
Maximum ROF (rate of fire)	25 bbs/sec at full auto		
MED (Minimum engagement distance)	15 meter		
Maximum joule	2.26J with 0.32bbs		
Maximum bbs weight	0.32g		
Magazines	High cap and Box magazines allowed		
Night time rules	Guns in this class are allowed to be used during night time if they are fitted with a search light with minimum 800 Lumen that is permanently turned on when a player is operating the gun.		
Special weapon rules	-All LMGs must have a ‘real steel version’ that is or has been used by any official military force. If the organizers are unsure that a weapon fulfills the requirement, the player has to provide proof with pictures or text with reference that the actual gun is or has been used by an official military force. -It’s not allowed to have shorter barrel than the original gun or other major modifications. -Remote controlled guns have to be preapproved by organizer		
Allowed LMGs, example	M249, M60, Minigun, MG42, PKM, RPK....		
Not allowed LMGs, example	Krytac Trident LMG, H&K M27, M16, Stoner 96 LMG....		

Weapon class	DMR	
Type of weapon	DMR (Designated Marksmen Rifle)	
Fire mode	Semi only. Must be locked mechanically or electronically to Semi only.	
Maximum ROF (rate of fire)	Maximum 2 bbs in the air at the same time.	
MED (Minimum engagement distance)	20 meter	
Maximum joule	2.26J with 0.45 bbs	
Maximum bbs weight	0.46g	
Magazines	All magazines allowed except high cap/box mag.	
Night time rules	DMR is NOT allowed during night time game	
Special weapon rules	- Must be fitted with a scope capable of x3 zoom or more (example minimum 1x-3x zoom, fixed 3x, 2x-6x...) - The outer barrel must be minimum 500mm long measured from the front of the magazine to the end of the barrel/silencer OR the rifle have a real steal version that have other dimensions. - Real world version of the rifle must have minimum 5.56 rifle ammo. (Example 9mm EVO can't be DMR)	
Other rules	The player must carry minimum one additional gun in class CQB or ASSAULT class, for example pistol.	

Weapon category	SNIPER A/B
Type of weapon	Sniper bolt action rifle
Fire mode	Semi only. Must be operated by bolt action or similar reload system.
Maximum ROF (rate of fire)	Maximum 2 bbs in the air at the same time.
MED (Minimum engagement distance)	A - 30 meters B – 40 meters
Maximum joule	A- 3.3J with 0.45 bbs B – 4.7J with 0.45 bbs
Maximum bbs weight	0.46g
Magazines	All magazines allowed
Night time rules	Sniper class is NOT allowed during night time game
Special weapon rules	- Must be fitted with a scope capable of x4 zoom or more (example minimum 1x-4x zoom, fixed 4x, 2x-6x...)
Other rules	The player must carry minimum one additional gun in class CQB or ASSAULT class, for example pistol.



Chrono

- All guns, ballistic shields, drones and lasers must be approved at Chrono before being used in the game
- Stickers, Cable ties and bbs will be supplied by BELLUM for the Chrono
- Pistols and revolvers might be fitted with a sticker after approved Chrono



- Other guns will be fitted with a sticker and/or a cable tie with corresponding color according to the trim table



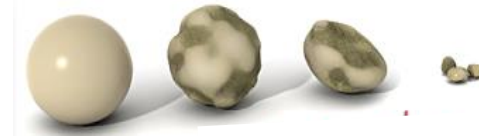
- Lasers are not allowed to be fitted to any guns or equipment unless legal for usage without license in Sweden. Read more about Lasers in the rule book. Legal lasers will be fitted with a sticker at Chrono.



BBs



All bbs should be 'BIO'



All colors of bbs and tracers are allowed



BIOVAL bbs are NOT approved



Glass, Metal or Ceramic bbs are NOT approved
(most bbs above 0.45g contains metal or ceramic)



Approval for exception

If you are unsure if your gun or bbs is allowed at BELLUM 2025 please contact us for guidance/approval.

If your gun or bbs is missing in the rule book or slightly deviate from the demands in the rule book please contact us for guidance/approval.

Email: info@marqsmen.se