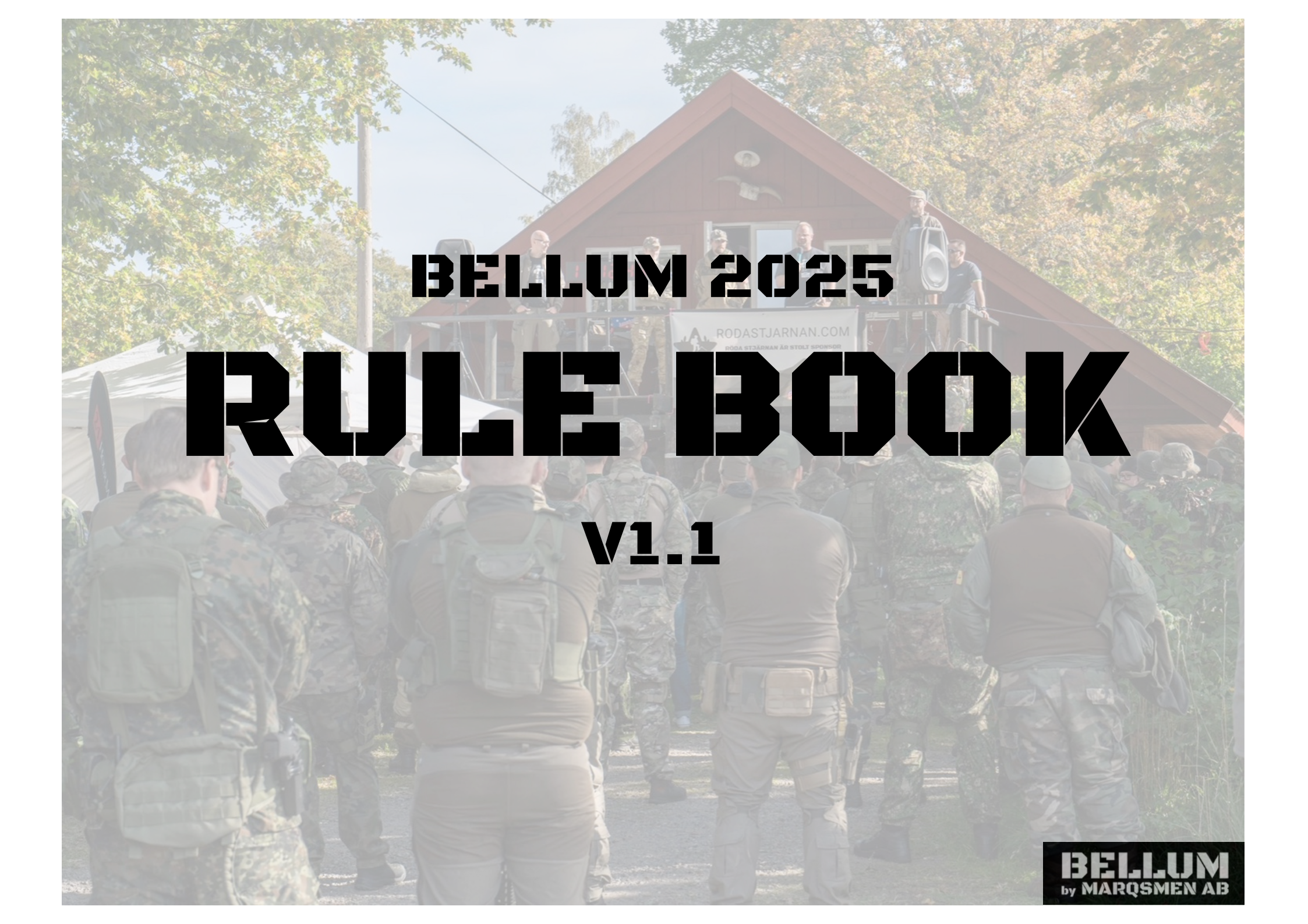




BELLUM 2025

RULE BOOK

V1.1

Changes from V1.0

- Page 27, Reference to the new pyro regulations
- Page 28, Pyro grenades HIT rules updated. Note added that 'TAGinn 40mm' are NOT approved at BELLUM.
- Page 35, Note added that all vehicles must be pre-approved.
- Page 42, Alcohol ban times updated.

GOLDEN RULES

of BELLUM



Its a game!

We are here because we enjoy to play together and remember that without each other there would be no game.



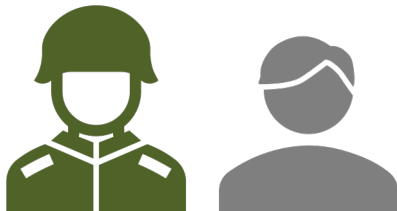
Acting safe is not a choice.

We all proactively work to ensure safety and enforce it when & wherever necessary.



Swedish law is respected.

We act under ALL the Swedish laws and encourage authorities to engage in and supervise our event.



Respect civilians and property.

We show restraint and respect towards civilians and property in the game area.



Personal accountability.

We make sure to read through, understand and act by the rules of the game.



Passion and Realism!

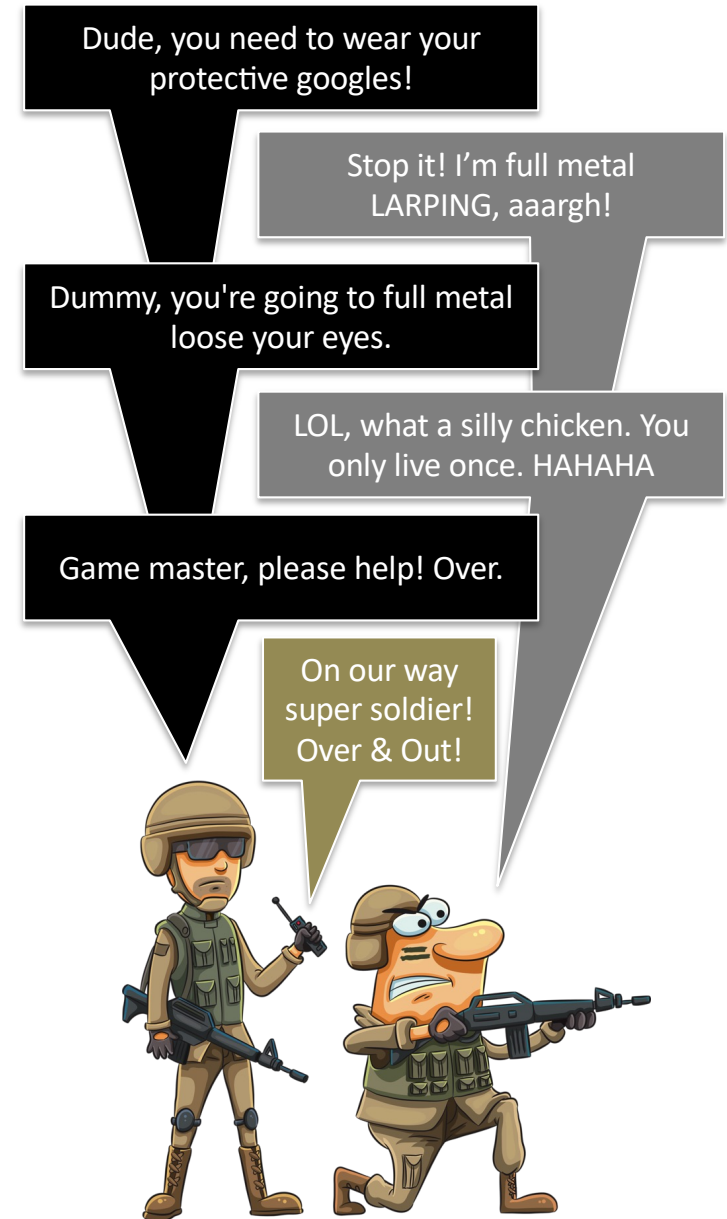
We strive to achieve the highest level of passion and in game experience.

SAFETY FIRST!

- Please take notice to the rules and use your own judgment to make sure that BELLUM is as safe as possible for yourself and other players, civilians and animals.
- ALWAYS follow Swedish laws and regulations!

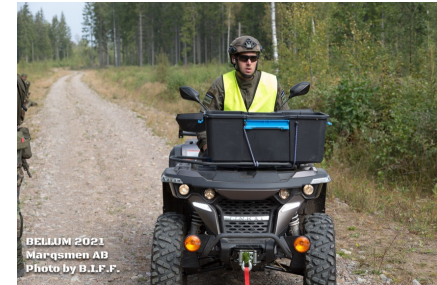
Escalation ladder:

- A. If you see any dangerous activities or severe violation of golden rules during BELLUM that needs to be addressed, please contact Game Support directly.
- B. BELLUM Crew will then decide on actions based on the actual situation. BELLUM Crew has the authority to issue warnings or dismiss any players from the game that does not follow the golden rules or other rules at BELLUM.



GAME SUPPORT

BELLUM Crew will most of the time have at least 2 Crew Game Marshals in the game area on ATVs and 4x4. If you see anything that needs to be addressed, you can always call for support so that you can focus on the game.



How to contact Game Support:

- Talk directly to any Crew member
- Call the number on your player card and explain the situation.
- Contact your HQ and they will then contact Crew if needed

!! Crew will come directly to assist the situation if needed !!

Examples of situation to call in (but not limited to):

- Civilians in the game area that could be an issue
- There is a big argument between teams or players
- Unsafe or unsportsmanlike conduct behavior of players
- Some one being injured, none life-threatening injuries
- Police or Military personnel in the area

BELLUM CREW

BELLUM Crew have superior ruling in any situation!

BELLUM Crew can for example, but not limited to:

- Issue warnings to players
- Dismiss players from the game
- Decide if players and vehicles are dead, wounded or other status.
- Announce airstrikes, missiles strikes, mustard gas attacks and other game elements that can have an impact on players, vehicles and POIs.
- Ask players to return to base if considered necessary



ALWAYS follow directives from the BELLUM Crew if the directives are legal and considered safe.

Always give way for BELLUM Crew if they need to pass.

If you disagree with any decision taken by BELLUM Crew you can contact Game Master that will have the final ruling. Call Game support and ask for Game Master.

CIVILIANS, POLICE & MILITARY



- NEVER aim at or engage any Civilian person/ vehicle/ building, Police, Military or Similar
- Police and Military may visit the area during the game
- Civilians will move around the area during the game



Question: What shall I do if I encounter Police or Military personnel?

Answer:

- Put down any weapon that you 'carry in your hands' on the ground.
- Follow instructions from Police or Military personnel.
- Call for Game Support that will come directly to assist.



Picture from polisen.se

Question: What shall I do if I see civilian activity?

Answer:

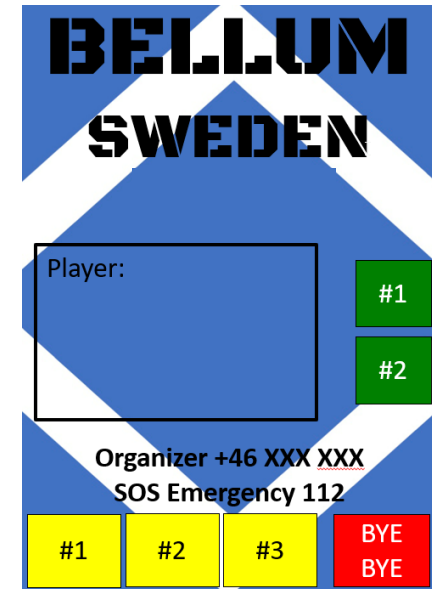
- Let other players know that there are Civilians in the area.
- Call for Game support that will arrive directly to talk to the Civilian and choose course of action.

PLAYER CARD

- Each player will receive a PLAYER CARD at check-in that serves as player identification card during BELLUM
- The PLAYER CARD shall be carried by the players at all time from check-in until check-out (can be carried in a pocket)
- If a player loses their PLAYER CARD, they should immediately contact a crew member to get a new card.
- Only BELLUM CREW can issue warnings and bans if the rules are not followed or if a player is putting him/herself or other people at danger.

NEWS for 2025!

- The player number will now be on the patches as well, so you do NOT need to show your player card to any other player.



PLAYER CARD

**BELLUM
SWEDEN**

Player: #1

#2

Organizer +46 XXX XXX
SOS Emergency 112

#1 #2 #3 BYE
BYE

Player ID number

Give-away & surprises

Number to game support

In case of life-threatening
situations

Warnings issued to player



Follow the
BELLUM Rules

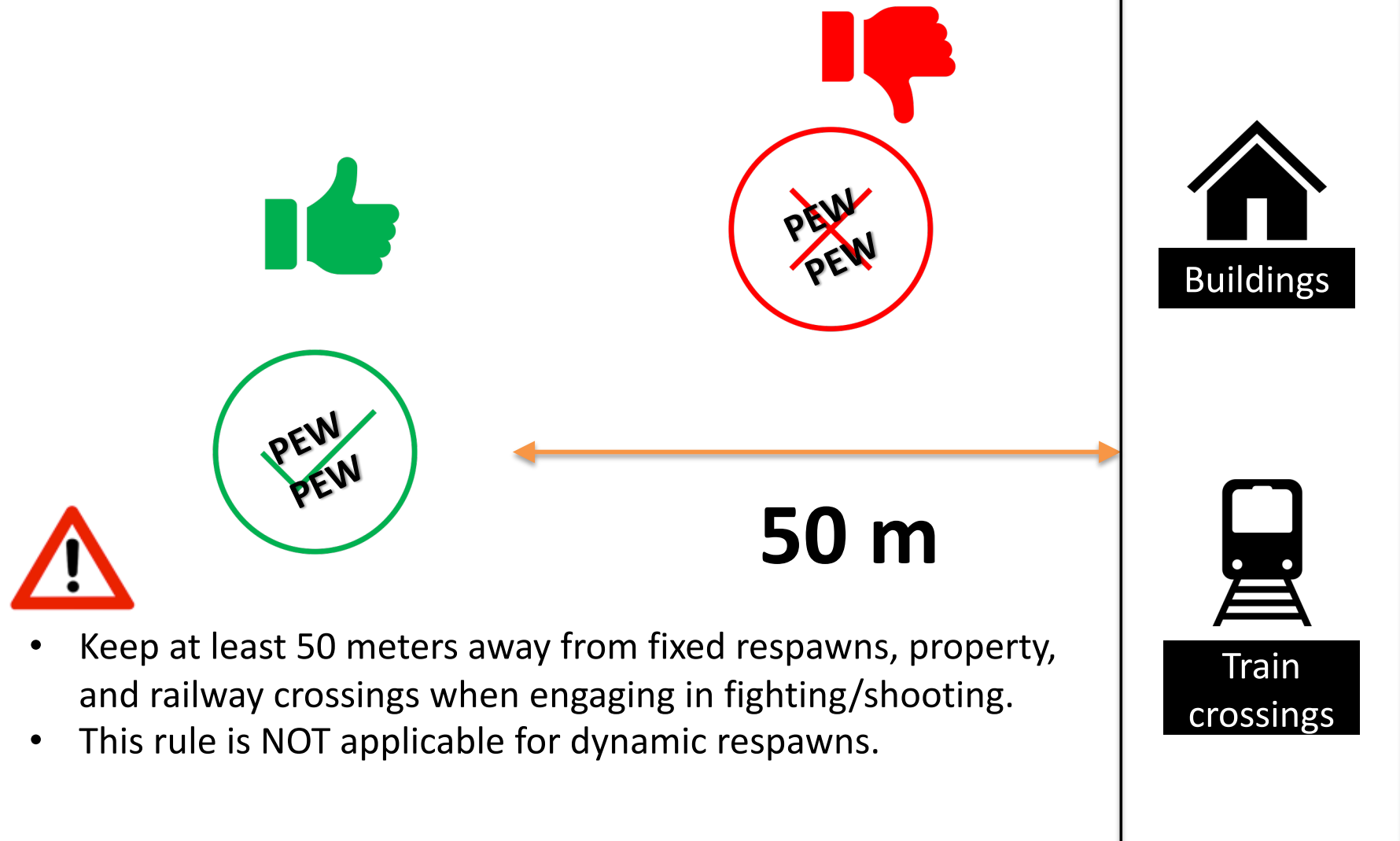
Game area – General

GAME AREA

- BELLUM is played in a private owned area
- Please show respect to people in the area
- Be mindful not to damage anything, including nature
- Don't leave trash behind, carry it with you and dispose in designated waste bin. There are waste bins in all respawns.
- Respect all No-Go areas marked on the map



Game area – Safety distance



- Keep at least 50 meters away from fixed respawns, property, and railway crossings when engaging in fighting/shooting.
- This rule is NOT applicable for dynamic respawns.

Game area – **NEW for 2025**

TARMAC ROADS (70km-roads)



THE TARMAC ROADS ARE CONSIDERED OFF GAME!

NO ENGAGEMENT ALLOWED ON OR OVER THE TARMAC ROADS

- No walking allowed on the Tarmac roads (70km-roads). This applies to both alive and 'dead' players.
- Walking next to the roads are allowed.
- Tarmac roads are allowed to be crossed by players. Crossing the roads should be done carefully when there is no traffic.
- Players can be engaged when walking next to the roads.
- Players can not be engaged while crossing the roads.
- Do NOT engage players when there are vehicles on the roads and risk of hitting the vehicles.
- It's not allowed to shoot any bbs on or over the roads.

VEHICLES



- In-game vehicles can not be engaged on the tarmac roads.
- In-game vehicles are not allowed to engage players when driving on the tarmac roads.
- Vehicles can not engage other vehicles when on the tarmac roads.

GAME AREA

TRAINS

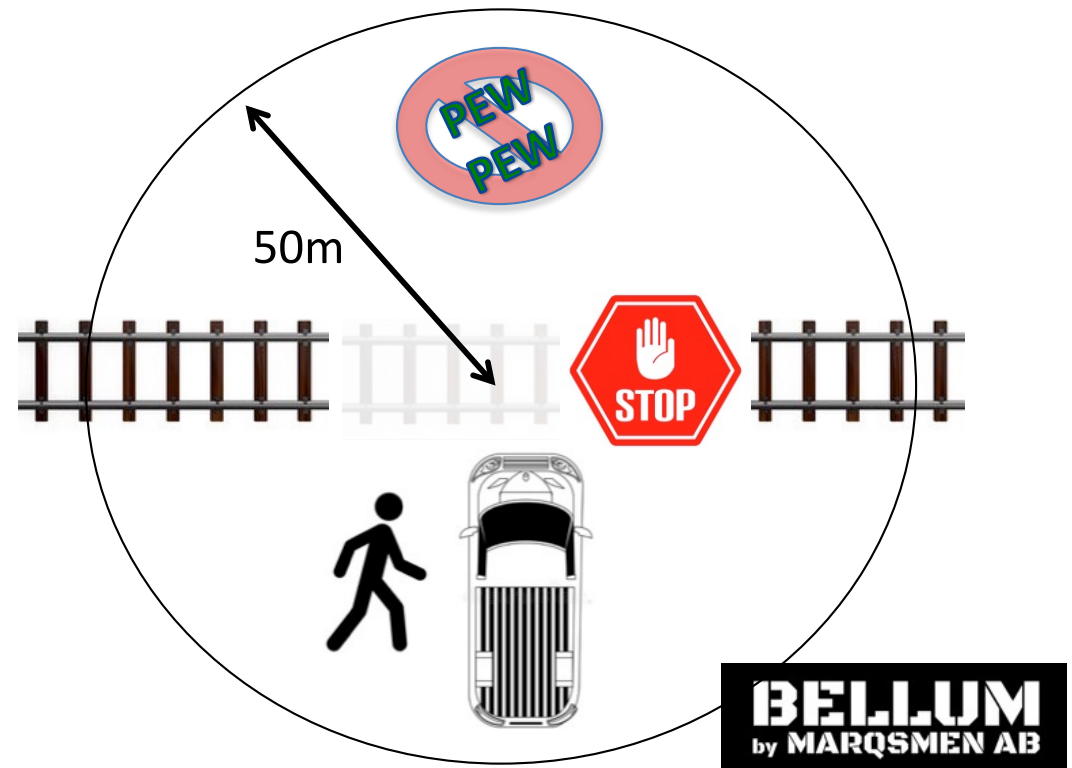
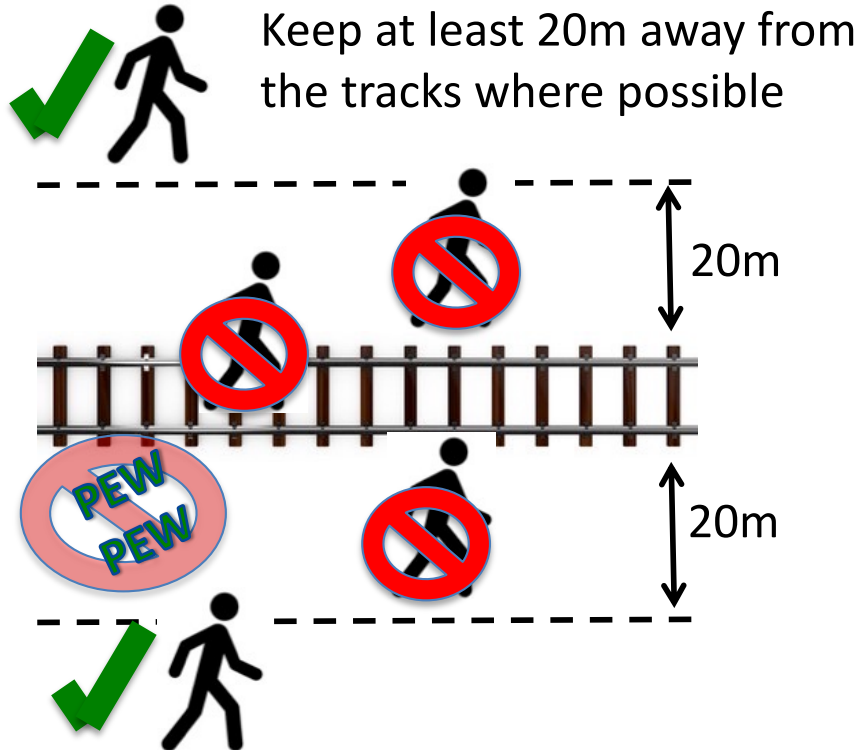


There are active railway tracks in the game area with heavy train traffic. It's illegal according to Swedish law to walk on the tracks or to cross the tracks on any other place than at a cross point.

Violation will result in direct ban from the game and potential legal consequences.

Cross railway tracks

- Only cross the train tracks at one of the official cross points that is marked on the game map
- Always STOP and check for trains before crossing
- There's a no-fights zone 50meter from each crossing to allow for safe passage



Base camp - General



- MAGAZINE OUT ON ALL GUNS
- SAFETY ON
- TURN OFF ALL BLINKING LIGHTS AND STROBES (People with epilepsy in base camp)



- NO BLINKING LIGHTS OR STROBES
- NO DRY FIRE
- NO MAGAZINE IN GUNS



Breaking of these rules WILL result in either Yellow or Red card for each offence!



Guns are only allowed to be loaded and fired at the shooting range, chrono and in the game area when the game is on.

Base camp – Enter

1. ALWAYS VISIT ONE OF THE MARKED ENTRY POINTS TO BASE CAMP
2. REMOVE MAGAZINE FROM ALL GUNS – ALSO APPLY FOR CARS



3. DRY FIRE min 3 SHOTS INTO BUCKET AT ENTRY POINT, IF POSSIBLE
4. PUT ALL GUNS ON 'SAFE' WHERE POSSIBLE
5. TURN OFF ALL BLINKING LIGHTS AND STROBES
6. WELCOME TO ENTER THE BASE CAMP!

Night game rules

20.00 to 06.00

	Fire mode	Weapon type	Death rag
	Semi only 	- CQB - Assault riffle - Mounted LMG with search light (full auto ok)	Red flashing light 
	Auto fire forbidden 	Sniper DMR LMG handheld LMG without search light	Death rag 

Equipment – Mandatory

	Safety goggles or glasses	Daytime death rag	Nighttime death light
		 Colors allowed: Bright/neon Yellow, Orange or Pink	 Red blinking light
	Mesh goggles only for players with special needs. If you will use mech goggles at BELLUM you will have to sign a disclaimer at check-in that you acknowledge the increased risk for eye injuries. 	Colors NOT allowed: Any color not listed above. Example: Red is not allowed as death rag 	Colors not allowed: Any other than Red. Light that is not blinking is not allowed to use as night time death light.

Equipment – Recommended*

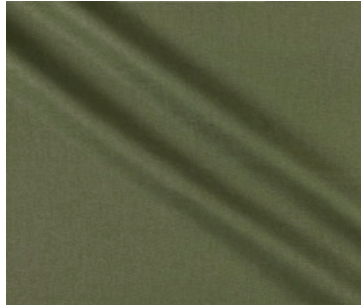
Watch or Timer 	Face mask 	Gloves 	Helmet 
Water container 	Light 	Boots with ankle protection 	Rain protection when needed 

*This is ONLY recommendations and NOT mandatory.

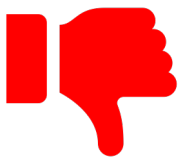
Equipment – Uniform requirements

BOTH GAME SIDES ARE ALLOWED TO USE ANY KIND OF UNIFORM / CAMOFLAGE

****NOTE!** Only players with Sniper classed weapon are allowed to use Ghillie suit**



NO PLAYERS ARE ALLOWED TO USE 'CIVILAN' DRESS INGAME



Note:

Civilian dress is when using clothes that can easily be mistaken for a civilian person.

GAME SIDE PATCHES

- ALL PLAYERS MUST HAVE **TWO CLEARLY VISABLE PATCHES** WITH SPARTA OR LEGION AT ALL TIME IN-GAME.
- NOTE!** IF YOU LOOSE A PATCH CONTACT CREW DIRECTLY TO GET A REPLACEMENT PATCH.



2X



OR

2X

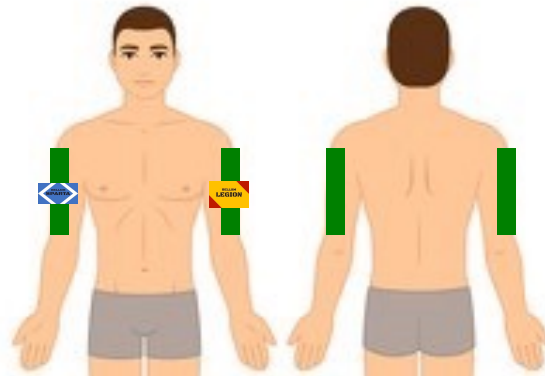


PLAYERS ARE NOT ALLOWED TO USE OTHER PATCHES THAT RESEMBLES THE OTHER TEAMS PATCHES FOR EXAMPLE COLOR

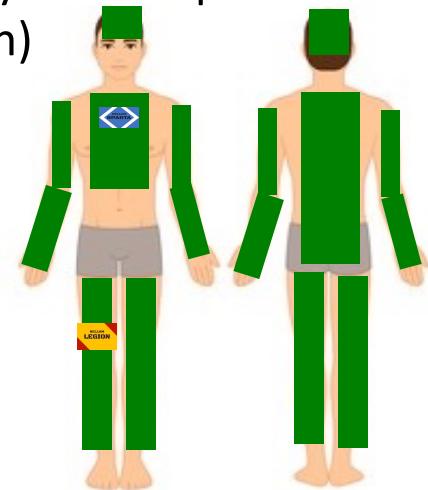
- APPROVED PLACEMENT OF GAME PATCHES (MAXIMUM 1 PATCH / AREA)



NONE SNIPERS (All players that does not use Sniper class bolt action gun)



ONLY SNIPER WITH GHILLIE SUIT (Must play with Sniper class bolt action gun)



Ghillie

NOTE!

ONLY Snipers with Bolt action rifle are allowed to use Ghillie, leaf jacket and similar 3D cover. These can also be fitted with leaves, grass etc.



ALL Players are allowed to use 'Viper hood' similar to the pictures. Arms, shoulders and head can be covered with 3D camo. Any other parts of the body is not allowed to be covered with any 3D camo. It's not allowed to fit any additional pins, leaves, grass or other similar material to the uniform either. (Don't look like a bush)



Open back ONLY or covered with backpack or similar at all times!



NOTE!! Patches must still be **CLEARLY VISABLE** on each arm

Equipment – OK /NOT OK

Equipment	OK	NOK	Comments
NVG	●		
Thermal		●	All kind of thermals are forbidden.
Strobes	●		Only allowed in-game. Forbidden to use in base camp.
Bicycles	●		
Lasers (visible and IR)	●		Maximum 1mW. See special rules for Lasers.
Ballistic shields	●		Max 60x100cm & Minimum 12kg. Must be approved at Chrono.
40mm grenades	●		With bbs only. 'MIKE' and TAGinn grenades are NOT allowed.
Drones	●		All applicable license must be shown to crew at Chrono.
Surveillance cameras	●		Must be approved by crew at Chrono.
Boats	●		Approval required ahead of game. Mail info@marqsmen.se
Grenades Pyro	●		If player have pyro D-license. Class P1 and P2 pyro only!
Smoke Pyro	●		If player have pyro D-license. Class P1 and P2 pyro only!
Paintballs		●	
Mines		●	
None-pyro grenades		●	Only pyro grenades allowed.

Equipment – Lasers

APPROVED LASERS AT BELLUM (both Visible and IR) :



1. Only laser that does NOT require permit i.e. class 1, 1M, 2, 2M with (less than) $<1\text{mW}$ are approved for BELLUM.
2. The laser must be marked with all the correct markings according to the Swedish regulations (example Yellow/black label)
3. All laser in the allowed classes must have copy of original documentation, certification protocol or other proof of laser classification.



Show laser and potential documentation at chrono to get approval to use it at BELLUM.
NOTE!! All other none-approved lasers must be removed from any guns or equipment being used at BELLUM not matter if they have batteries or not.



Swedish Law regarding lasers:

To handle strong lasers, class 3R, 3B and 4, with effect above 1mW , it requires permit from Strålsäkerhetsmyndigheten. You need permit for possession, manufacture, buy, receive, use, sell, give away, loan, rent out, or import strong lasers.

Breaking the laws can result in fines or maximum 2 years prison.

Equipment – DRONES



Drones and 'drönarkort' or an 'EU-approved valid license' must be shown at Chrono to get approved before the game.

When approved at Chrono the drone pilot will receive potential special instructions with no-fly zones or other restrictions that might apply in the area.



Using a drone without pre-approval at Chrono, flying in a no-fly zone or using the drone during any given restrictions will result in a player ban at BELLUM.

Equipment – Assigned Radio channels

(Other legal radio channels are open to both teams)

Assigned channels	30.XXX MHz For players	155.XXX MHz Assigned HQ channels!	444.XXX MHz For players
	30.930- 31.170	155.400 155.425 155.450	444.600 444.650 444.800 444.825
	31.190- 31.370	155.475 155.500 155.525	444.850 444.875 444.925 444.975



NO LISTENING OR TRANSMITTING ON THE OTHER TEAM'S ASSIGNED RADIO CHANNELS ABOVE!



ALL PLAYERS TAKE PERSONAL RESPONSIBLE FOR USING RADIOS AND FREQUENCIES THAT ARE LEGAL IN SWEDEN AND HAVE LICENSE WHEN REQUIRED.

HIT, WOUNDED, DEAD

Judgement	
Yes HIT 	BBS that hit body, uniform, boots, gun or any equipment on a person are counted as HIT regardless of the energy or speed of the bbs. BBS that has been fired thru grass, bushes or similar are <u>not</u> ricochets and can be counts as HIT.
No HIT 	BBS that is <u>obviously</u> bouncing of other things are counted as ricochets and can <u>NOT</u> be counted as HIT. BANG BANG – No ‘bang bang’ at BELLUM. KNIFE KILL – No ‘knife kill’ at BELLUM.

A: FIRST HIT = Downed and Wounded

B: SECOND HIT AFTER MEDIC = Dead

Pyrotechnics

D-training requirement

THE NEW REGULATIONS

MSBFS 2025:2

2 Kap. Undantag från tillståndsplikt

11§ Under överinseende av ansvarig arrangör får simuleringsartiklar i kategori P1 avsedda för paintball- eller airsoftaktiviteter, utan krav på särskild utbildning eller tillstånd till användning, användas inom ett avgränsat område dit allmänheten inte har tillträde under tiden då aktiviteten pågår. En deltagare till paintball- eller airsoftaktiviteter får utan tillstånd förvara högst 1 kg av sådana artiklar.



D-training requirement

The Swedish regulation regarding 'Airsoft pyro' was updated in 2025. The new rules gives some exception from having a proper pyro training; however the exception from the rules does NOT apply to BELLUM.

- BELLUM is played in an open area where the public have access during the event (there are even people living in the game area), so based on this the exception from the rules does NOT apply and D-training is required for all players who will use any kind of pyro at BELLUM.

Pyrotechnics



SMOKE

- Smoke will not have any in-game effect more than 'looks cool'.



PYROTECHNIC GRENADES

- Only pyrotechnics with bbs or similar have an in-game effect.
- If a pyro grenade with bbs or similar explodes within 5 meters of players, the players are considered HIT.
- If a player is hit by a bbs or another fragment from a grenade that is more than 5 meters away the player is also considered HIT.
- NOTE - Players are NOT considered HIT if a grenade goes 'BANG' next to a player, but the grenade does not have any fragments like bbs or similar.



TAGinn 40mm grenades – NOT ALLOWED

- These are illegal to use according to the Swedish weapon laws and will NOT be permitted to use at BELLUM.

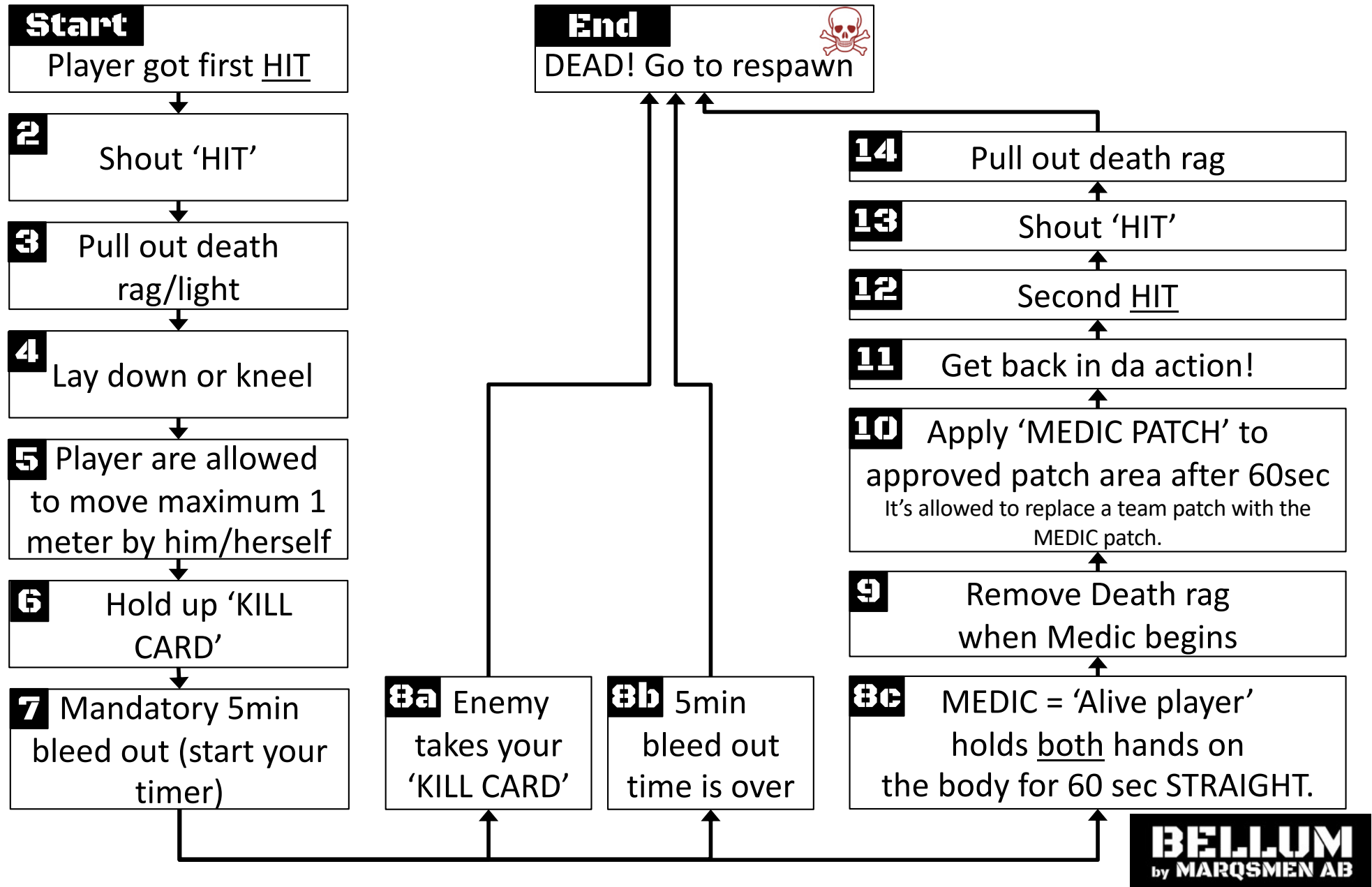
GENERAL RULES

- Pyrotechnics can ONLY be used by players with pyro D-license!
- All pyrotechnics must be fitted with a piece of tape with the player number written on it (will be supplied by BELLUM)
- It's the player's responsibility to pick up any trash caused by the pyrotechnics used.
- **PLAYERS BE AWARE!!** It's the players own responsibility to make sure to use proper ear protection. BELLUM will supply earplugs that can be obtained in the basecamp.

HIT & MEDIC

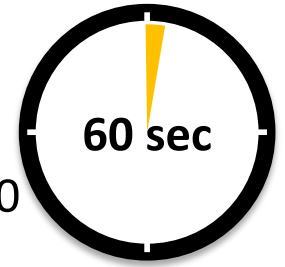


Wounded players can **NOT** be moved at any time, more than 1 meter total by themselves.



MEDIC

- ALL players are Medics! Two hands on the injured player to heal.
- If Medic removes any hand during 60 sec Medic time = Timer restarts from 0
- Medic gets hit during the 60sec Medic time = Medic is HIT.
- Wounded players gets hit during the 60sec Medic time = player is DEAD 
- Wounded player that is being healed – Take off dead rag / high vis when MEDIC begins. Stay still during during the 60sec of medic. If MEDIC stops then put back dead rag/high vis.
- If a wounded players wants to move more than 1 meter, or not complete the mandatory 5 min bleed out time = The player should go se an enemy player and actively give a Kill Card to the enemy player, before proceeding to respawn



5-minute bleed out, 60-sec medic, 20-minutes respawn is the **actual time** on a watch. Not: “if feels like ... minutes”

RESPAWNS

There are different types of RESPAWNS:

1. Fixed respawns = located on the map and Ares app
 - There will be 2 fixed respawns per team at start of the game.
2. Base camp
 - Base camp can be used as respawn by both teams at any time.
 - Game area can be entered from any point in the base camp area.
3. Dynamic respawns
 - Mobile Respawns that can be moved during the game
 - Respawns by some in-game vehicles
 - Respawn by some in-game boats
 - Respawn at FOBs



Respawn time is 20min for all respawns

Note – Some respawn can have reduced spawn time due to some in-game mission related reasons, however this will be written at the respawn by BELLUM or communicated through HQ as mission briefs.

Mobile respawns

Sparta = BLUE respawn

Legion = YELLOW respawn

- Can be transported by vehicle (if it fits?!) or carried by foot.
- Can be relocated at any time during the game.
- Must keep minimum 100-meter distance from any objective, domination point or other respawn point when acting as dynamic respawn
- Players are not allowed to move enemy respawns.
- Will be fitted with A4 size 'Respawn kill card'.
- If the kill card is taken by enemy, then the respawn must be moved minimum 50 meters and remains inactive until a new kill card has been placed on the respawn.
- Respawn is only active when it stay still, standing up and fitted with a Respawn Kill Card.
- Respawns can be destroyed by cruise missile or through missions where bomb technician blows up a respawn.
- Only 'alive' players can relocate mobile respawns.
- Players who are respawning must stay still maximum 5 meters from the respawn for the full duration of the respawn time.

NOTE – Mobile respawns do NOT have a 'no shoot zone' around. If soldier is respawning, then look dead! No clearly visible dead rag = expect to be shot at.

If a respawn is moved, blown up or kill card taken the respawning player can continue respawning at another respawn for the remaining respawn time.



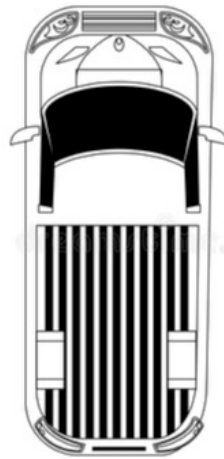
DYNAMIC RESPAWN

Use an In-game vehicle

Must keep minimum 100-meter distance from any objective, domination point or other respawn point when acting as dynamic respawn



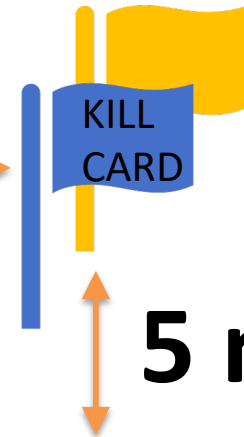
> 100 m



Respawn point is placed within 10-meters from the vehicle with the provided pin fitted with a Kill Card.



10 m



5 m



The vehicle remains in the fight when acting as dynamic respawn but can not be moved. The respawn remains active until the vehicle moves or is being DESTROYED.

Stay within 5 meters from the Pin with Kill Card during the full duration of the respawn

DYNAMIC RESPAWN – BLOWN UP

Use an In-game vehicle



Inactivated vehicle respawn

- If the vehicle HIT-system is activated so that the car is DESTROYED, then the respawn is directly de-activated.
- If the RESPAWN KILL CARD is taken by enemy the car is considered DESTROYED and the respawn is directly de-activated.
- All players that are in re-spawning need to move to another active respawn
- At another active respawn the player can continue the 20min healing with the remaining respawn time before joining the game
- The vehicle must be re-spawned before being able to act as respawn again.

Example: Players starts respawn at a Dynamic respawn.

After 5min the vehicle/respawn is destroyed.

The player then moves to another respawn and continue respawn until total time of 20min respawn have been accomplished.



Dynamic respawn



Another respawn



Full respawn time

INGAME VEHICLES



NOTE!!

If you will bring your own in-game boat contact info@marqsmen.se for pre-approval before the game.



- All in-game vehicles must follow the Swedish laws at all times.
- Off road driving is **NOT** allowed.
- When driving on the 70km/h tarmac roads (marked on the map), any mounted gun(s) must be removed or covered with blanket, plastic bag or similar.
- It's not allowed to build roadblocks!



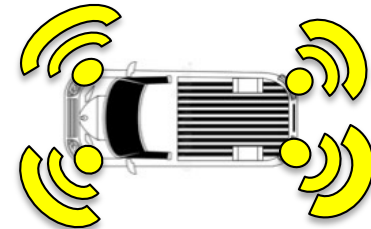
Rules Of Engagement

- Shooting out the windows from a vehicle is only allowed when the vehicle is standing still with the engine turned off. Shooting out the windows when the vehicle is moving or having the engine running is NOT allowed.
- If the vehicle is standing still and the engine is turned off, the window must be fully rolled down before shooting out the window is allowed.
- If a car have rolled down windows, the car accept to get fired upon thru the windows as well.
- Players are allowed to shoot thru open windows when the vehicle is moving or standing still.
- When entering or exiting a car (for example during a shoot out) then the car must have come to a complete stop, hand/emergency break activated, or engine turned off before any doors are allowed to be opened.
- It is not allowed to touch an enemy car including open any doors.

INGAME VEHICLES

Information for drivers and vehicle crew

- All players are using their vehicles at own risk and have their own insurances. The organizers does not take any responsibility for damages to any vehicles.
- All vehicles used must be legal to drive on public roads in Sweden
- Maximum speed on all roads are 20km/h for in-game cars (game rule)
- Off road driving is not allowed.
- All cars will be fitted with stickers, colored film on headlight and BELLUM HIT-system on the front.
- BELLUM HIT system is a box about 20x20 cm that can be held in place with 2 cable ties.
- The vehicle owner must prepare the car prior to the game so that the HIT-system can be attached with cable ties to the front and back as well as to the turret if applicable.
- Each HIT-system have one red light located at the box, and another red light with approx. 5 meters cable that can be placed inside the car for the driver to see the status of the hit boxes.
- Tape or other means to secure the cable/light to the driver should be prepared by the driver.
- Training in how to repair a 'damaged' or 'destroyed' car will be done at BELLUM.
- Destroyed cars respawn rules:
 - General 20min stand still in Base Camp (counts from car engine turns off until engine on)
 - Respawn time can be changed due to some mission dynamic, however any changes will be clearly communicated.
 - Drive to Base Camp with Hazard Warning lights on when destroyed.
 - All players who were killed in the car is also considered alive after the vehicle have re-spawned.
- When backing up the driver must take extra care to make sure that it's safe and no other players can get injured.
- It's the driver's responsibility to always comply with Swedish laws and BELLUM rules when driving in-game.



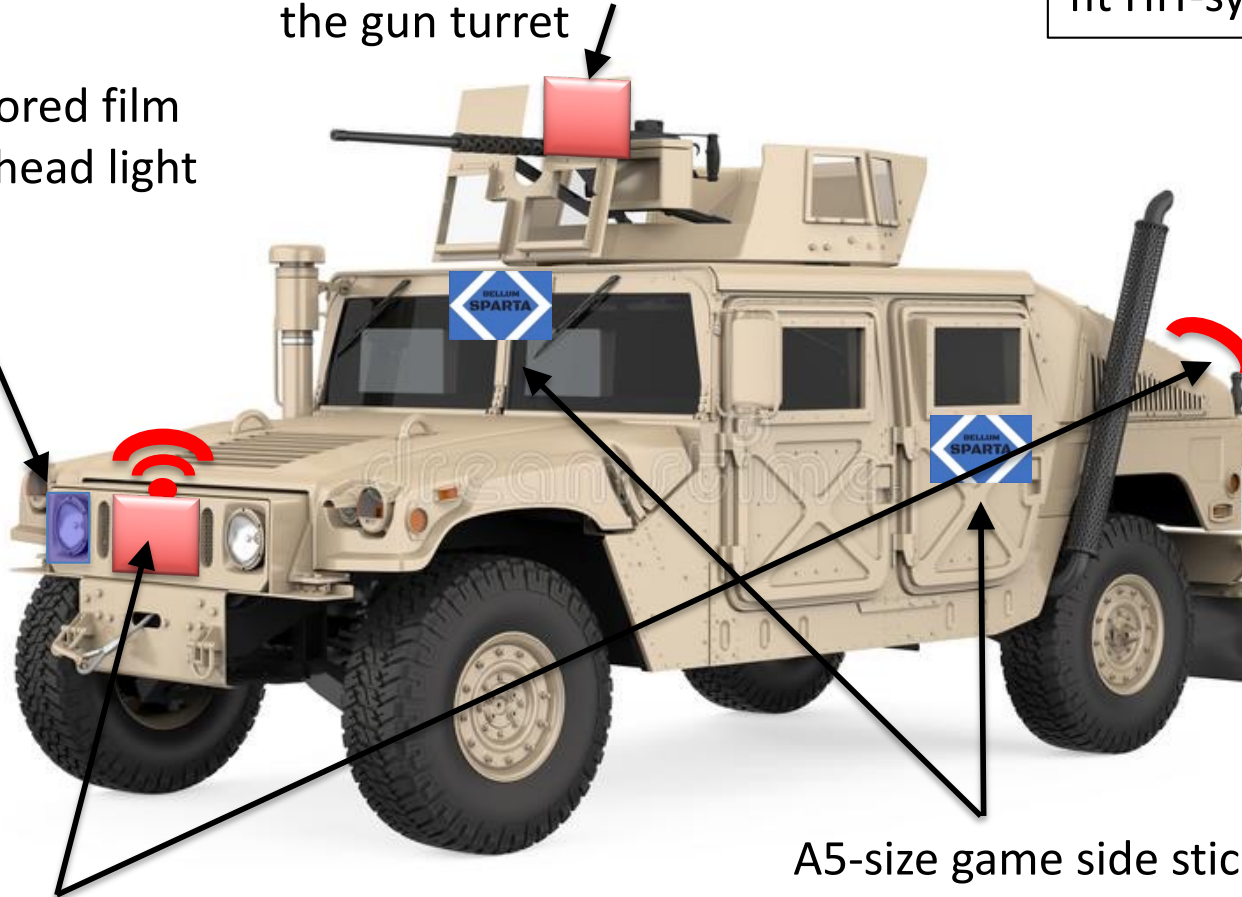
Always give way for any Civilian or BELLUM vehicle by moving out of the way.

INGAME VEHICLES

Vehicle HIT-System applied to
the gun turret

All stickers, film, tape etc.
will be supplied by
BELLUM
Car owner responsible to
fit HIT-system, stickers etc.

Game side colored film
on right front head light



Vehicle HIT-System applied to
Front And Rear

A5-size game side stickers on sides,
front and back of the Vehicle (total 4
stickers)

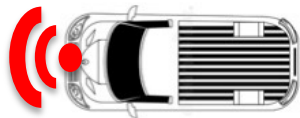
INGAME VEHICLES

How to destroy, page 1

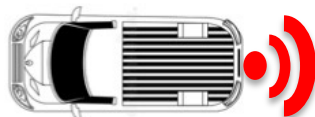
- All in-game cars will have HIT-system installed to the Front and Back of the car
- The HIT-system is fitted with a modified CD-disk that will break from direct hit with bbs
- It might require multiple bbs to destroy the disk to activate the system.
- Once the disc brakes, a red light will indicate that the HIT system has been activated.

Vehicle is **DAMAGED**:

Front HIT-system activated

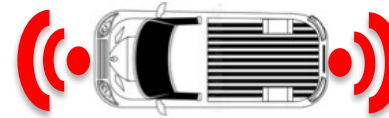


Back HIT-system activated

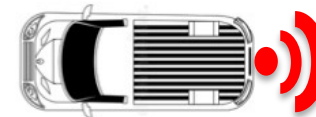


Vehicle is **DESTROYED**:

Front AND Back HIT-system activated

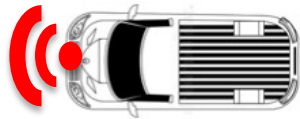


Front OR Back HIT-system was not repaired within 5 Minutes



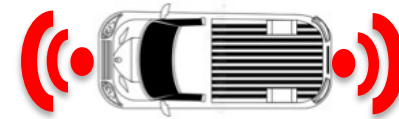
INGAME VEHICLES

How to destroy, page 2



DAMAGED VEHICLE

- The car move to side of the road and stop directly
- Players in the car are alive
- Mounted weapons can be used
- Players are allowed to exit the car
- The car mechanic can repair the HIT-system (before bleed out time is out)
- The car must be repaired within 5 min or the car is considered DESTROYED
- If the enemies takes the VEHICLE KILL CARD then the car is directly DESTROYED.



DESTROYED VEHICLE

- When a car is DESTROYED all players that was in/on the car are DEAD.
- Activate emergency lights to indicate that the car is DESTROYED
- The car must stand still for minimum 2 minute after it has been DESTROYED and show the VEHICLE KILL CARD before it drives back to Base Camp for respawn.
- If an enemy takes the VEHICLE KILL CARD, then the vehicle does not have to stand still anymore and can return directly to Base Camp for respawn.

INGAME VEHICLES

Gun Turret

If the hitbox at the Gun Turret is hit:

- The Gun Turret is damaged and are not allowed to be used until the vehicle crew have reset the hitbox.
- Training and instructions of how to reset the hitbox will be done at BELLUM.
- The vehicle can operate as normal when the turret has been taken out.

Gun Turret HIT-system activated = Not allowed to use Gun Turret until the HIT-system is reset again.



INGAME BOATS



- When using the in-game boats life jackets must always be worn by all players in the boats.
- Players wearing life jackets are NOT allowed to engage in battle or fire their weapons.
- It's NOT allowed to engage players that are wearing life jackets.
- It's NOT allowed to fire at a boat, or fire from a boat.
- Players wearing life jackets are not allowed to be further than 10meters away from the boat.
- In-game boats are only allowed to be used during daytime 0600-2000.

NOTE!!

If you will bring your own in-game boat contact info@marqsmen.se for pre-approval before the game.

Note that the rules above apply to all in-game boats!

DRINKS & DRUGS

- There is a strict alcohol ban during the event from Wednesday 23:59 until Saturday 18:00.
- The upper alcohol limit to participate is 0.02% for all players.
- Players can be checked for alcohol content and be banned from the game if they are above 0.02%.
- There is always an absolute ban for any illegal substances.
- Police will be notified if use of illegal substances are suspected.