

SPARTA vs LEGION

BELLUM

OFFICIAL RULE BOOK — 2026

Version 1.2 · Read in full before you check in



RÖDJENÄS · SMÅLAND · SWEDEN 500-ish PLAYERS TWO SIDES, ONE BATTLEFIELD

bellum.events

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What's New for 2026

- The rules themselves are mostly unchanged from the 2025 (v1.1) rule book — BELLUM's core has always worked, so we left it alone.
- What is new is this book: a full visual redesign built to help you find, read and remember the rules faster — both on the sofa at home and at the check-in tent.
- Some new rule clarifications and explanations have been added.
- Read it in full before you arrive. Bring questions to check-in or ask any Crew member on site.
- Always ask the Crew or HQ if you have any questions regarding the rules. Prior to the game any questions can be made to the organizer on email info@marqsmen.se



HOW TO READ THIS BOOK



CHAPTER 01

Foundation & Safety

The rules everyone must know before stepping onto the field, plus who keeps the game safe.



Golden Rules of BELLUM



Swedish law is respected

We act under all Swedish laws and welcome authorities to engage in and supervise our event.



Passion and realism

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



It's a game and it's supposed to be fun

We play together because we enjoy it — without each other, there is no game.



Acting safe is not a choice

We all proactively work to ensure safety and enforce it whenever necessary.



Personal accountability

We read, understand and act according to the rules of the game.



Respect civilians & property

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

Safety First!

- Use your own judgment to keep BELLUM as safe as possible — for yourself, other players, civilians and animals.
- **ALWAYS follow Swedish laws and regulations.**
- Golden rules exist to protect everyone. Read them, know them, live them.



See a dangerous act or a serious golden-rule violation?

Contact Game Support directly — don't confront the player yourself.

ESCALATION LADDER

1

You report it

Contact Game Support about the dangerous activity or violation.

2

Crew decides

BELLUM Crew judges the situation and decides on action.

3

Crew acts

Crew has authority to issue warnings or dismiss any player who breaks the golden rules or other rules.

Game Support

BELLUM Crew keeps Game Marshals in the game area on ATVs and 4x4s at all times — call for support and stay focused on the game.

HOW TO CONTACT GAME SUPPORT

- Talk directly to any Crew member.
- Call the number on your player map.
- Contact your HQ — they will reach Crew if needed.



CALL and Crew will come directly to assist the situation if needed.
Call when the situation is active.
Game Support can't help if you don't call!

CALL IN A SITUATION LIKE:

- Civilians in the game area who could be an issue
- A big argument between teams or players
- Unsafe or unsportsmanlike player conduct
- Someone injured (non-life-threatening, if life threatening call 112 first!)
- Police or Military personnel in the area

BELLUM Crew

BELLUM Crew has superior ruling in any situation.



CREW CAN, FOR EXAMPLE:

- Issue warnings to players
 - Dismiss players from the game
 - Decide if players or vehicles are dead, wounded, or another status
 - Announce airstrikes, missile strikes, gas attacks and other game elements
 - Ask players to return to base when necessary
-
- Always follow Crew directives when they are legal and safe.
 - Always give way for Crew when they need to pass.
 - Disagree with a decision? Call Game Support and ask for the Game Master — they have final ruling.

Civilians, Police & Military



NEVER aim at or engage any civilian person, vehicle or building, or any Police, Military or similar personnel.

Police and Military may visit the area during the game. Civilians will move around the area throughout the event.



I encounter Police or Military

- Put down any weapon carried in your hands — on the ground.
- Follow instructions from Police or Military personnel.
- Call Game Support — they will come directly to assist.



I see civilian activity

- Let other players know there are civilians in the area.
- Call Game Support — they will arrive to talk to the civilian and decide the course of action.

Player identification



- All players can be identified through the numbers on the game patches.
- If there is any dispute take note of the numbers of players involved
- Call Game Support if you need help with any situation.
- Game Master can identify individuals based on their identification number
- Only BELLUM Crew can issue warnings and bans for broken rules or unsafe behavior.



New for 2026: your player number is printed on your patches

You no longer need to show any player card to other players.

CHAPTER 02

Game Area

Where you can fight, where you can't, and how to stay safe around roads and the railway.



Game Area — General

- BELLUM is played on privately owned land — 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 of it in a designated waste bin — there are bins at every respawn.
 - Be mindful when putting used pyro in the waste bins. Make sure it has cooled down and won't set fire to the rest of the waste.
- Respect all No-Go areas marked on the game map.



Leave no trace — pack it in, pack it out.

Safety Distances

Keep **at least** 50 meters away when engaging in fighting or shooting near:



Fixed respawns



Buildings & property



Railway crossings



This rule does NOT apply to dynamic respawns — only to fixed respawns, buildings/property and railway crossings.

Tarmac Roads (70 km/h roads)



Tarmac roads are considered OFF GAME — no engagement on, or over the tarmac roads.



PLAYERS

- No walking on tarmac roads — for both alive and 'dead' players.
- Walking next to the road is allowed.
- Roads may be crossed — carefully, and only when there is no traffic.
- Players can be engaged while walking next to a road.
- **Players cannot be engaged while crossing a road.**
- Never engage when a vehicle is on the road — don't risk hitting it.
- No firing bbs on or over the roads.



VEHICLES

- In-game vehicles cannot be engaged while on tarmac roads.
- In-game vehicles cannot engage players while driving on tarmac roads.
- Vehicles cannot engage other vehicles while on tarmac roads.

Trains & Railway Tracks



Active tracks with heavy train traffic run through the game area.

- Walking on the tracks, or crossing anywhere but an official cross point, is illegal under Swedish law — violation means a direct ban and possible legal consequences.
- Shooting over the railway tracks is not allowed!



Keep at least 20 meters away from the tracks where possible.



A no-fights zone extends 50 meters from each crossing to allow safe passage.

CROSSING RAILWAY TRACKS

- Only cross at an official cross point marked on the game map.
- **Always STOP and check for trains before crossing.**
- The 50m no-fight zone applies at every crossing to allow safe passage.

GAME PROPS

 Do NOT touch any Game Props at BELLUM if you haven't been specifically briefed about this through your HQ/chain of commands!!



Game Props

- The game area will have loads of different Game Props that will be used at some point during the game. Examples of game props: Kayaks, missiles, ammo boxes, crates, cases, etc.
- It's important not to interfere with any Game Props that you are not instructed to use as this might mess up missions at a later time.
- If you are unsure if you should use/move/take/interact with any Game Props contact your HQ that will advice you what to do.

CHAPTER 03

Base Camp

Weapon safety on entry, and how base camp changes once the sun goes down.



Base Camp — General



Breaking these rules WILL result in a Yellow or Red card, every time.

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



ALWAYS IN BASE CAMP

- Magazine out on all guns.
- Safety on.
- All blinking lights and strobes turned off (some players in base camp have epilepsy).



NEVER IN BASE CAMP

- No blinking lights or strobes.
- No dry firing.
- No magazine loaded in any gun.

Entering Base Camp

1

Use a marked entry point

Always enter base camp through one of the marked entry points.

2

Clear all magazines

Remove the magazine from every gun — this applies to guns in cars too.

3

Dry-fire into the bucket

Dry fire a minimum of 3 shots into the bucket at the entry point, if possible.

4

Guns on safe

Put all guns on 'safe' wherever possible.

5

Lights off

Turn off all blinking lights and strobes.

6

Welcome!

You're clear to enter the base camp.

Night Game Rules

In effect every night, 20:00 — 06:00

	Fire Mode	Weapon Type	Death Rag / Light
OK	Semi only	CQB, Assault rifle, Mounted LMG with search light (full auto OK on LMG)	Red flashing light
NOT OK	Auto fire forbidden	Sniper, DMR, handheld LMG, LMG without search light	Standard death rag



Night death signals must always be visible: a red blinking light for night-time death, on top of your daytime death rag rules.

CHAPTER 04

Equipment & Uniform

What to bring, what to wear, and what's not allowed on the field.



Mandatory Equipment



Safety Goggles / Glasses



Mesh goggles only for players with special needs — requires a signed disclaimer at check-in.



Daytime Death Rag



Allowed colors: bright/neon yellow, orange or pink.



Any other color — e.g. red — is NOT allowed as a death rag.



Nighttime Death Light



Red blinking light only.



A non-blinking light may not be used as a night death light.

Recommended Equipment*

Not mandatory — just smart to bring.



Watch or Timer



Face Mask



Gloves



Helmet



Water Container



Flash Light



Boots with Ankle Support



Rain Protection

** Recommendations only — none of these items are mandatory.*



ARES ALPHA

- Ares Alpha is used at BELLUM by Organizer, HQs and players and is integrated into the game mechanic of BELLUM.
- <https://www.ares-alpha.com>
- Ares Alpha App **MUST** be active and used by all teams/groups/units no matter how many players are in the teams/groups/units.
- All players does not have to use it, but all teams/groups/units must have minimum two players with the app actively always sharing their location on their phone.
- Without the Ares Alpha App the players will not find points of interests, respawns and will not be able to interact with some game objectives as the game will change dynamically and is linked to Ares Alpha.
- “Perks” in Ares Alpha will be actively used at BELLUM 2026.



- Download the app Ares Alpha to your phone and register an account
- Prepare Power-bank or other way to charge your phone during the game
- Ask in your Facebook HQ-groups if you have any questions
- At BELLUM you will get a QR code invite by your HQ/Platoon leader



- No Teams/units are allowed to play at BELLUM without having the Ares app.
- It's not allowed to turn of the Ares app during ambushes, recon or similar.

Uniform Requirements

- Both game sides may use any kind of uniform or camouflage.
- **Only players using a Sniper-classed weapon may wear a Ghillie suit.**
- No player is allowed to use 'civilian' style dress in-game.



Any military uniform or camouflage pattern — for both sides.



Civilian-style dress in-game.

Clothing that could be mistaken for a civilian person.



Game Side Patches

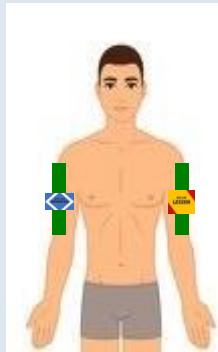
- All players must have two clearly visible patches — Sparta or Legion — at all times in-game.
- Lost a patch? Contact Crew directly for a replacement.
- Players may not use other patches that resemble the opposing team's patch (for example, in color).



Only Snipers playing with a bolt-action gun and full Ghillie suit may use the alternate sniper patch placement.

Non-Sniper players

2x patches — one clearly visible on each upper arm.



Snipers

2x patches — Two clearly visible any where on the upper body or head, minimum 40cm between patches

Ghillie & 3D Camo



Only Snipers with a bolt-action rifle may use a Ghillie suit, leaf jacket or similar 3D cover — these may also be fitted with leaves, grass, etc.

- All players may use a 'Viper hood' style covering — arms, shoulders and head can be covered with 3D camo. No other body part may be covered this way.
- It is not allowed to fit extra pins, leaves, grass or similar material to a regular uniform. (Don't look like a bush.)
- **Patches must still be clearly visible on each arm at all times when using Viper hood or similar.**
- Open back ONLY on Viper hoods, or covered with backpack or similar at all times!
- Players that is NOT using Viper hood or similar are allowed to have 3D camo on their backpacks.

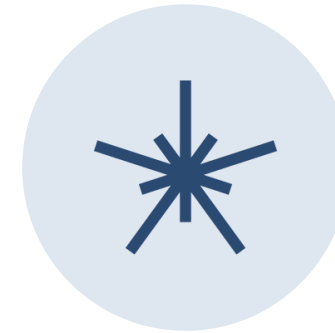


Equipment — OK / NOT OK

Item	Status	Notes
NVG	OK	
Thermal	NOT OK	All kinds of thermal optics are forbidden.
Strobes	OK	Allowed in-game only — forbidden in base camp.
Bicycles	OK	
Lasers (visible & IR)	OK	Below 1mW — see laser rules.
Ballistic shields	OK	Max 60×100cm & min 12kg. Must be approved at chrono.
40mm grenades	OK	BBs only. 'MIKE' and TAGinn grenades are NOT allowed.
Drones	OK	Valid license or registration must be shown to Crew at chrono.
Surveillance cameras	OK	Must be approved by Crew at chrono.
Boats	OK	Approval required ahead of game — info@marqsmen.se
Pyro grenades	OK	Requires pyro D-license. Class P1 only.
Smoke pyro	OK	Requires pyro D-license. Class P1 only.
Paintballs	Only provided by GM.	Paintballs will be used in some special teams and are only allowed with the BELLUM provided paintballs.
Non-pyro grenades	NOT OK	Only pyro grenades are allowed.

Lasers

- **Approved at BELLUM: classes 1, 1M, 2, 2M, under 1mW (visible or IR).**
- The laser must carry the correct Swedish markings.
- Certification documentation is required if it's 'home built' product.
- Show the laser (and potential documentation) at chrono to get approval to use it.
- **Any laser that is not approved must be fully removed from guns or equipment — whether or not it has batteries in it.**

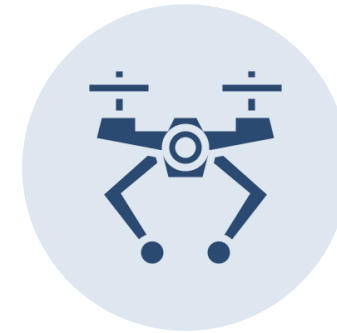


Swedish law: stronger lasers require a permit

Classes 3R, 3B and 4 (over 1mW) require a permit from Strålsäkerhetsmyndigheten to possess, buy, sell, lend or import. Breaking this law can mean fines or up to 2 years in prison.

Drones

- Show your drone and a valid 'drönarkort', EU-approved license or whatever registration that is required to use your drone, to the chrono to get approved to use your drone before the game.
- Once approved, the pilot will receive any special instructions — no-fly zones or other restrictions that apply in the area.



Flying without approval results in a player ban.

This includes using a drone that was not pre-approved at chrono, flying in a no-fly zone, or ignoring any given flight restriction.

Assigned Radio Channels

Other legal radio channels are open to both teams.

Assigned To	30.XXX MHz (Players)	155.XXX MHz (HQ only)	444.XXX MHz (Players)
SPARTA	30.930–31.170	155.400 · 155.425 · 155.450	444.600 · 444.650 · 444.800 · 444.825
LEGION	31.190–31.370	155.475 · 155.500 · 155.525	444.850 · 444.875 · 444.925 · 444.975



You are personally responsible for using radios and frequencies that are legal in Sweden, with a license where required.
All other open public frequencies other than above are good to use by both teams and are allowed to be listened to by the enemies.



No listening or transmitting on the other team's assigned radio channels above.
Do not use any radio frequencies that is not open for public use, unless you have all needed radio permits and licenses.

CHAPTER 05

Gameplay Mechanics

Hits, medics, pyrotechnics, and how respawns work in the field.



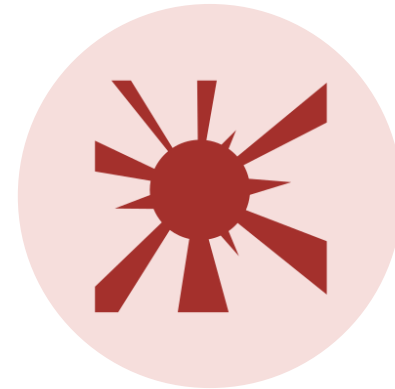
Pyrotechnics — D-Training Required



Sweden updated its airsoft pyro regulation in 2025 (MSBFS 2025:2).

The update lets some closed-area events skip formal pyro training — but that exception does not apply at BELLUM.

- BELLUM is played in an open area that the public can access during the event — people also live within the game area.
- **Because of that, the training exception does NOT apply to BELLUM.**
- **D-training is required for every player who uses any kind of pyrotechnics at BELLUM.**



Pyrotechnics — General Rules



SMOKE

No in-game effect beyond looking cool.



PYRO GRENADES

- Any pyro explosion within 5m of a player — that player is instantly DEAD.
- Hit by a bb/fragment beyond 5m — players is HIT.



TAGinn 40mm grenades are illegal under Swedish weapons law and are NOT allowed at BELLUM — Users will be reported to the Police!

- Pyrotechnics may only be used by players holding a pyro D-license or other licenses allowing use of P1 pyro.
- It's your responsibility to pick up any trash caused by your pyrotechnics.
- **Ear protection is your own responsibility — free earplugs are available in base camp.**

Hit, Wounded, Dead

A — FIRST HIT

Downed and wounded.

B — SECOND HIT AFTER MEDIC

Dead.

JUDGEMENT



YES, IT'S A HIT

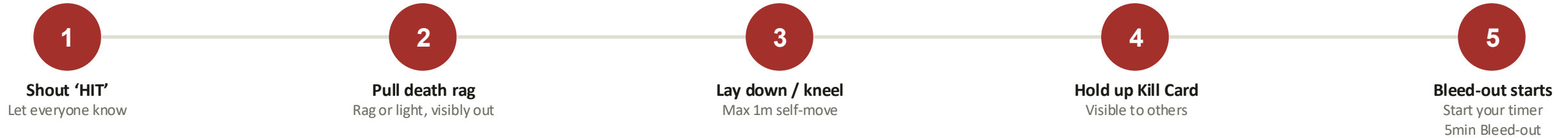
- A bb that hits the body, uniform, boots, gun or any equipment counts — regardless of the bb's energy or speed.
- A bb fired through grass, bushes or similar is not a ricochet, and still counts as a hit.



NOT A HIT

- A bb that is obviously bouncing off other things (except for grass, bushes or similar) is a ricochet, and does not count as a hit.
- **No 'bang bang' and no 'knife kills' at BELLUM.**

Hit & Medic — The Process



THEN ONE OF TWO OUTCOMES



MEDIC REACHES YOU IN TIME, WITHIN 5min.

- **!! Remove your death rag/light when the medic begins and stay still !!**
- Medic holds both hands on your body for 60 sec, STRAIGHT. **60 SEC**
- Medic Patch applied to an approved patch area after 60 sec (may replace a team patch).
- **Back in action!**



DEAD - NOT HEALED IN TIME

5 MIN

- 5-minute bleed-out ends before getting healed
- Take a second hit when being under medic.
- An enemy player takes your Kill Card.

All above = DEAD — go to respawn.

Medic Rules

Every player is a medic.

- Two hands on the injured player, for 60 seconds straight, heals them.
- **Medic lifts a hand during the 60 sec? The timer restarts from 0.**
- Medic gets hit during the 60-sec medic time — the medic is hit and healing stops.
- Wounded player being healed: remove your death rag/hi-vis when medic time begins, stay still, and put it back on if the medic stops.
- Wounded player gets hit during the 60-sec medic time — that player is dead and must go to respawn
- Want to move more than 1m, or skip the mandatory 5-min bleed-out? Actively hand your Kill Card to an enemy player first, then head to respawn.



5-minute bleed-out, 60-second medic time and 20-minute respawn are real clock time — not “if it feels like... minutes.”

Player Kill Cards

Every player must make sure to have Kill Cards at all time during the game. Run out of a Kill cards? Contact your officer or HQ to get resupply.

- When being HIT all players should hold up one of their Player Kill Cards.
- If an enemy takes the Player Kill Card the player is DEAD and can directly to Respawn.

When **Not** to give out Kill Cards

- As soon as a player get the status **DEAD** the player should **NOT** give out any Player Kill Cards

Examples of when the player becomes **DEAD** and should **NOT** to give out a Player Kill Card:

- Bleed out has passed 5 min.
- Being HIT while being Medic'ed.
- 'Second HIT', when getting hit after medic.
- The player is in a vehicle that have been Destroyed. The Vehicle have to give out a Vehicle Kil Card, but not the players as they are DEAD.



5-minute bleed-out, 60-second medic time and 20-minute respawn are **real clock time** — not “if it feels like... minutes.”

Respawns — Overview



Fixed Respawns

2 per team at the start of the game.
Located on the map and in the Ares app.



Base Camp

Usable by both teams at any time. Enter the game area from any point in base camp.



Dynamic Respawns

Mobile respawns
in-game vehicles
in-game boats
FOB respawns

20
MIN

Standard respawn time for all respawn types.
Some missions may have alternative respawn time and players must carry proof of this if not using standard 20min respawn time.

Mobile Respawns

SPARTA = BLUE

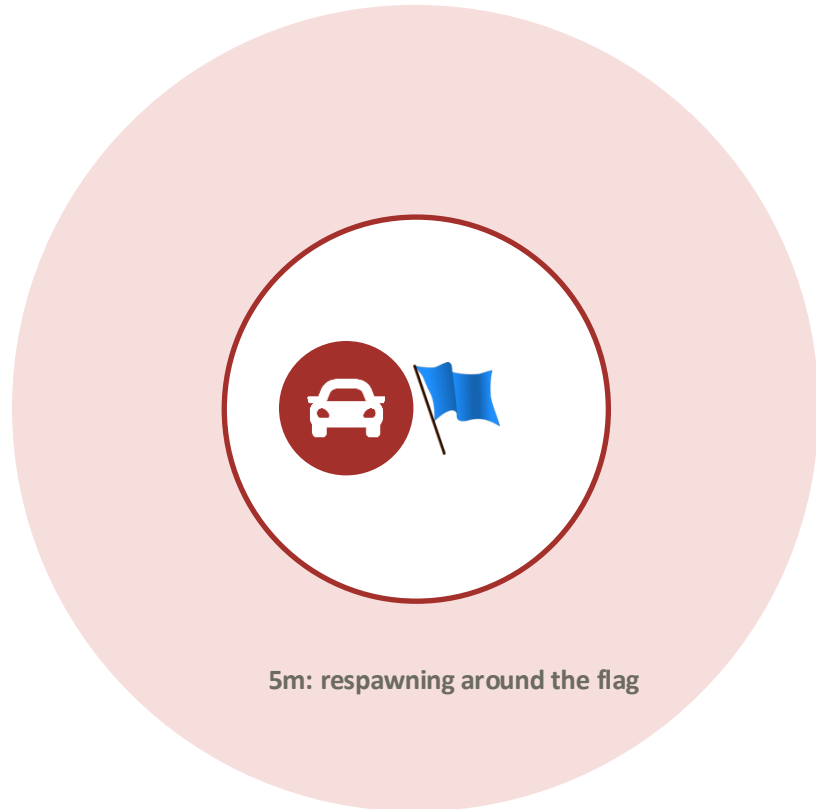
LEGION = YELLOW

- Can be carried by foot or transported by vehicle, and relocated at any time.
- Must stay at least 100m from any objective, domination point, or other respawn when acting as a dynamic respawn.
- Players may not move an enemy mobile respawn.
- Fitted with an A4-size Respawn Kill Card. If the enemy takes it, the respawn must move minimum 50m and stays inactive until a new Respawn Kill Card is placed.
- Only active while standing still, upright, and fitted with its Respawn Kill Card.
- Can get destroyed by some special mission and crew will supervise such missions.
- Only 'live' players may relocate a mobile respawn.
- **Respawning players must stay within 5m of the respawn for the full respawn time.**
- **No 'no-shoot zone' around mobile respawns — if you're respawning, look dead and keep your death-rag on, or expect to be shot at.**
- If a respawn is moved, destroyed, or its Respawn Kill Card taken, the respawning player may continue at another respawn for the remaining time.



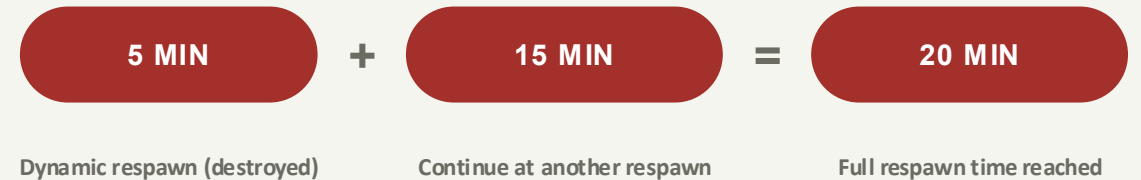
Dynamic Respawn — In-Game Vehicles and Boats

> 100m from any objective / domination point



- Respawn point sits within 5m of the Flag attached to the vehicle/boat.
- Stay within 5m of the Flag for the full respawn duration.
- The vehicle stays in the fight but cannot move while acting as a respawn.
- Remains active until the vehicle/boat moves or is destroyed.

EXAMPLE: RESPAWN INTERRUPTED



- Example: A player had 5min respawn time and then the Mobile respawn was disabled. Then the player can continue with 15min respawn elsewhere. The total respawn time is 20min and can be accumulated at different kinds of respawns

CHAPTER 06

Vehicles & Boats

Driving, destroying, and boarding the vehicles and boats in play.



In-Game Vehicles — General

- All vehicles must be approved by BELLUM before the game. Email info@marqsmen.se for approval.
- All in-game vehicles must follow Swedish law at all times. Swedish law always supersede any BELLUM rules.
- **Off-road driving is NOT allowed.**
- When driving on '70 km/h tarmac roads', any mounted gun must be removed or covered (with a blanket, plastic bag, or similar).
- Building roadblocks is not allowed, with other than BELLUM provided mines and material.

RULES OF ENGAGEMENT

- Windows on the vehicles must be either fully rolled up or fully rolled down
- If a car's windows are fully rolled down, It's allowed to fire out through the windows and the vehicle also accepts return fire through the windows.
- Shooting from a trailer bed, turret or similar is allowed.
- Entering or exiting a car requires a complete stop, hand/emergency brake on, or engine off — before any door opens.
- It is not allowed to touch an enemy car, including opening its doors.

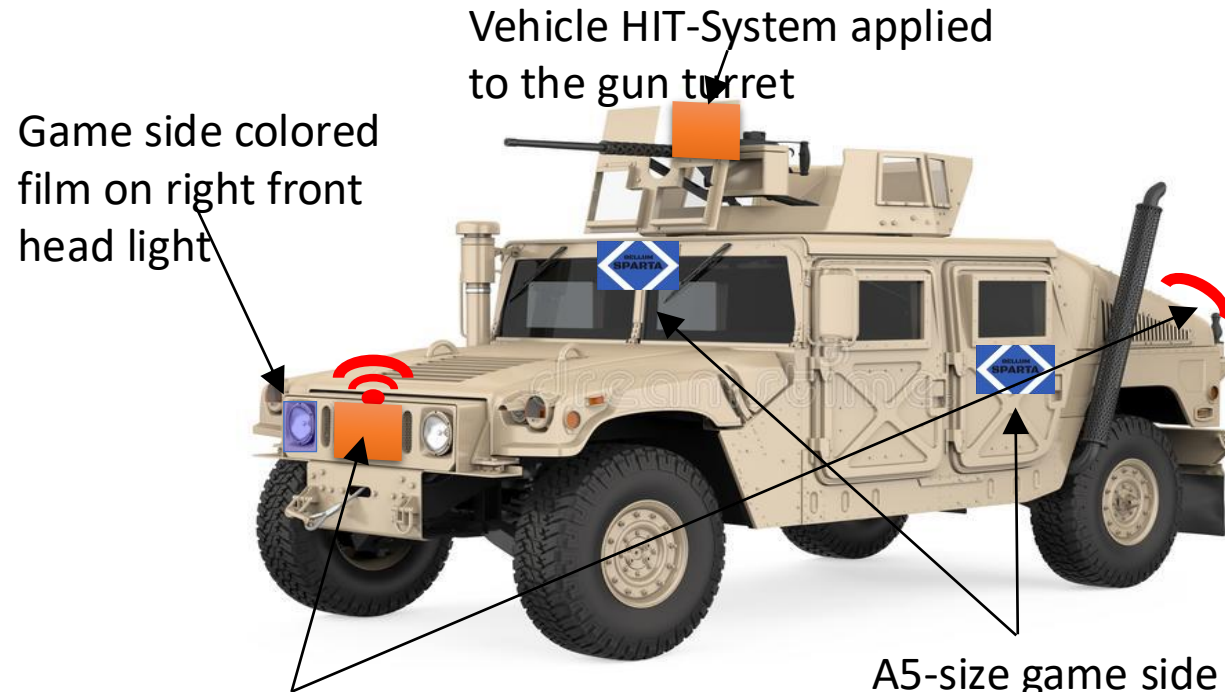
Information for Drivers & Crew

- All players use their vehicles at their own risk and with their own insurance — the organizer is not liable for any vehicle damage.
- Vehicles must be legal to drive on Swedish public roads.
- **Maximum in-game speed: 20 km/h at all times on all kind of roads.**
- No off-road driving.
- Owners have to fit stickers, headlight film and HIT-system (all supplied by BELLUM) to the vehicles.
- Destroyed cars: 20-minute stand-still in base camp (engine off to engine on); drive with hazard lights on when 'destroyed'.
- Players who were killed in the car are alive again once the vehicle respawns.
- Take extra care when reversing — make sure it's safe for everyone around you.
- **The driver is always responsible for complying with Swedish law and BELLUM rules.**



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

Stickers & HIT-System



Vehicle HIT-System applied to the gun turret

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)

- All stickers, film and tape are supplied by BELLUM.
- The car owner is responsible for fitting the HIT-system, stickers and film.
- HIT-system is applied to the front and rear of the vehicle.
- If the vehicle has a gun turret, a HIT-system is applied there as well.

How Vehicles Are Destroyed

- Every in-game car has a HIT-system on the front and back, fitted with a digital hit recording system
- The HIT system register hits and when the vehicle have been hit with the right amount of bbs the HIT system will be activated and will let the driver and surrounding players knows that it has been hit.

VEHICLE IS DAMAGED

- Front OR back HIT-system activated.
- **Must be repaired within 5 minutes by holding in the button on the HIT-box that have been damaged, or the vehicle will becomes destroyed.**

VEHICLE IS DESTROYED

- Front AND back HIT-system activated, OR
- Front or back was not repaired within 5 minutes.

Special Anti Vehicle Teams:

- BELLUM supplied Anti Vehicle Weapon with BELLUM supplied **paintballs ONLY**: If a paintball hits the vehicle, then the vehicle is instantly destroyed along with all players inside the vehicle.

NOTE! Players at BELLUM do not have the appropriate personal protection for paintballs. All player that will use BELLUM supplied AT weapons with paintballs will be trained and will have strict instructions of how this is being used in a safe manner.

Damaged or Destroyed Vehicle — Procedure

DAMAGED VEHICLE

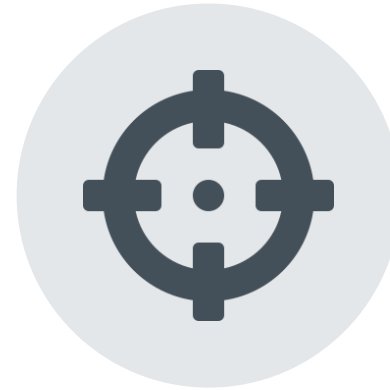
- The car moves to the side of the road and stops directly.
- Players in the car are alive; mounted weapons can still be used.
- Players are allowed to exit the car.
- The mechanic can repair the HIT-system before the 5-min bleed out window is over.
- **If the enemy takes the Vehicle Kill Card, the car is instantly destroyed.**

DESTROYED VEHICLE

- All players in/on the car are dead.
- Activate emergency lights to show the car is destroyed.
- Must stand still for at least 2 minutes, showing the Vehicle Kill Card, before driving back to base camp to respawn.
- **If an enemy takes the Vehicle Kill Card, the vehicle no longer needs to stand still and can return immediately.**

Gun Turret

- If the turret's hitbox have been hit and is activated, the gun turret is considered damaged and cannot be used until any player from the vehicle resets the hitbox by pressing the button for 60sec on the turret hitbox.
- Training and instructions for resetting the hitbox are provided on-site at BELLUM.
- **The vehicle can keep operating normally even if the turret has been taken out of action.**



Turret HIT-system activated = not allowed to use the gun turret until it has been reset by any player in the vehicle.

In-Game Boats

- **Life jackets must always be worn by everyone in an in-game boat.**
- Players wearing life jackets may not engage in battle or fire their weapon.
- It's not allowed to fire at a boat, or fire from a boat.
- Life-jacketed players may not go further than 10m from the boat.
- There is a no shoot zone 10meter from where any boat is anchored, tied, dragged ashore or similar.
- In-game boats may only be used during the following hours, 06:00–19:00.
- Bringing your own boat? Get pre-approval from info@marqsmen.se before the game.



These rules apply to every in-game boat, without exception.

CHAPTER 07

Code of Conduct

Our alcohol and substance policy for a safe and fair event.



Drinks & Drugs

- **Strict alcohol ban from Wednesday 23:59 until Saturday 18:00.**
- Upper alcohol limit to participate: 0.02% for all players during the game
- Players can be tested for alcohol and banned from the game if above the limit.
- **There is always an absolute ban on any illegal substances at all times.**
- Police will be notified if the use of illegal substances is suspected.



SEE YOU AT

BELLUM 2026

Two sides. One battlefield. Play safe, play fair, play hard.

bellum.events

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Rödjenäs · Småland · Sweden

Questions before the event? Contact your faction HQ or Game Support — don't wait until check-in.