

Berget airsoft rules v2026

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Behaviour

Airsoft is not a competition. There are no winners or losers. The true spirit of airsoft is team-spirit & fellowship. Nevertheless, there are always a few people who cheat, some once and some regularly. Screaming or cursing at these players is mostly inefficient and will have a negative impact on the game and your experience. DO NOT argue or curse other players if they are not taking hits. We ask that all players avoid rules discussions in the game area, if there is something you feel really has to be discussed talk to a game master or your HQ. Make a note of the offending player armband number. We consider arguments about people not taking hits as bad as the cheating itself. Starting an argument can lead to a ban from the game. (And remember: it is better to take one hit too many than one too few.)

In many games there is always some gossip about players and teams not taking hits or behaving in a non-honorable manner. Unless you have solid proof keep this information to yourself and if you should tell anyone, report the player ID in your discord channel or report to your fellow game master.

Still we cannot keep our eyes on everyone and cannot and don't want to control the flow of the game, this is all your responsibility. Take pride in taking hits when you get struck by a BB. You can get back to the game after re-spawning.

Crew and game masters will however investigate any reports and ban players not following our rules. We find it better that you forgive and forget your fellow airsofters transgressions and keep on having fun rather than focusing on people acting wrongfully or badly. Remember that you are representing your country and/or region when you come to Berget-games, how you act and interact with the global airsoft community will define how you are perceived. This is a great responsibility that should not be taken lightly.

“A good game starts and ends with YOUR behavior.”

In game

False flag operations

It is strictly forbidden to hide one's team affiliation or to pretend to be the enemy by wearing the armband color of the enemy. It is also forbidden to wear a yellow off-game vest or pretend to be a crew member. **Yellow vest means crew** so players must wear an orange vest or deathrag.

Props and BE equipment

All Berget props and equipment should be handled with care. Some items have quite a few manhours in them and the more we can keep the more we have for upcoming games.

Off game

Berget games take place in a natural environment on land rented by Berget. We are allowed to use the land for the duration of the event. It's important that you bring home what you

brought, meaning no littering and try to restore your campsite as much as possible. If you encounter civilians in the area (or in local towns/shops) please be friendly and civil. You are ambassadors for the whole airsoft community.

Crew

The crew working on Berget has had many long days before you arrive at the event, all crew have different assignments and can not be expected to know everything regarding your specific question. Try to be patient with the crew and we will do our best to help you. Use your Berget progressive web app to communicate with the crew.

You will recognise the crew on our yellow vests.

Trustees

Some trusted players and veterans get trustee status and can act as Game master with yellow Berget crew vest.

A trustee will play as a normal player, but when a situation or rule discussion arises, the trustee will go off game and take out his yellow vest, which also has an individual ID number and a trustee ID tag.

Trustees have the same right as the Berget crew to resolve rule disputes by always having a printed copy of the rules with them. Trustees will act neutral in a dispute. The trustee will be able to note the armband number and call for the security or the Berget crew.

Base drill Sergeant

We will introduce a Berget crew Drill Sergeant who will be in the base at pre-game and at random times to do spot checks on players following even the minor rules. Like magazine capacity, show his armband, deadrags and sporadic weapon chronographs. This can happen at any time in the field or in the base. You must always listen to the Drill Sergeant's instructions as these are Berget crew.

Vehicles off/in game

Game master vehicles and other off-game vehicles will be flying an orange flag.

Main battle tanks and armored vehicles

During Berget Games you can encounter real tracked tanks and armored vehicles. They will Always have a GM or Trustee inside and the crew can be identified by their yellow crew armband or yellow crew vest/helmet. They are off-game, do not shoot at the crew. Tanks and armored vehicles can only be eliminated by the BAVS system. When tanks have to go offroad, turn or reverse, one of the crew will make sure that the terrain around is clear. When

encountering a tracked vehicle, it is every player's responsibility to keep a safe distance from the tanks. **It is absolutely prohibited to climb or stand or lay in the path or vicinity of a moving tank under any circumstances regardless if you are in- or off-game, on foot or in a vehicle.**

Bases

Main Bases are off-game 03:00-09:00 every night, and the entire last day (Saturday)
It is forbidden to take cover inside of or fire in/out of tents.

Test firing

Sometimes you need to test your gun to make sure it functions properly. Before doing this, you must scream "TEST FIRE". This is to avoid the mistakes of "enemy" fire. All bases should have a shooting-range for test firing. If not, help your commander by asking where and then set one up. Use tools and materials that you find in your base.

Sleeping

Most participants will be sleeping in by crew provided military tents. There will be a 6 hour game-off during night in all base areas (03:00 to 09:00). Keep quiet during these times and respect your sleeping teammates. We encourage players to sleep for 6-8 hours every 24 hours.

Berget-events issue one sleeping place for every ticket holder. Worth noticing that we will not put furnaces in the tents so everyone should bring warm sleeping bags and sleeping mattress. Your gear should be stored under a tarp outside the tent during the night. Each tent has a capacity to hold 14-16 men. It is prohibited to bring larger mattresses/beds than 200 x 60cm to tents supplied by Berget-Events.

All participants can bring their own tents but the tents need to be military in character and hold at least 4 people. The tent must be OD or green camouflage. You will raise the tent in an area designated to you. Tents must be clearly marked with team name and what company and platoon the team belongs to. Base staff will show you the right location for your tent. The tent must be approved by Berget-events beforehand. Therefore send a picture and information of the tent to info@berget-events.com. Some teams may have different rules regarding tents, those teams will be informed before the game.

To avoid the risk of theft, we recommend that your team store objects of value in a large wooden box with a lock outside the tent. These can be rented from Berget-events. Just email info@berget-events.com if you are interested.

All bases are offgame 03:00-09:00. This means that no hostile activities may be conducted in the bases (disturbing, sneaking into, pranking etc.)

A base attack is prohibited to start later than 02:30 or sooner than 09:30. This is to avoid late/early attacks and will ensure that players have a chance to sleep.

If you sneak into a tent during in-game you must use knife kills. No firearms in/out of a tent. If sleeping inside tents during in-game always keep your eye protection nearby or, ideally, sleep with it on.

From 02:00 Saturday morning, no attacks may take place towards any team main base.

Advertisements

You are not allowed to market companies, products or services on the game area, for instance on clothing, cars, tents etc. without prior consent of the Berget crew. To get such permission, please contact info@berget-events.com. We generally do not want any marketing at our games. Berget Events decide on these matters on a case to case basis. Berget Events reserves the right to remove any unauthorized signs, marketing materials and/or associated players from the game.

Hit

Main rule

If you are hit, loudly and clearly shout HIT or MEDIC, take out your wounded flag (deathrag) and raise it. Immediately lay down and stay down for 10 minutes until healed or dead.

After bleeding out (dead) in a fire fight, you have three options.

1. Go to the nearest friendly respawn.
2. Lie down with the dead-rag on your head. Don't move, don't talk, don't disturb the fight.
3. Get out of the way. Move away from the firefight and let the living fight on. Make a rendezvous-point approximately 100 meters away from the fight.

Weapon hit

Infantry weapon hits count as normal hits if the player is holding the weapon at the time. Car mounted support guns are not affected by weapon-hits. You must take out the vehicle with B.A.V.S or hit the gunner.

Knife kills/knock out

Knife kills are used when silence is important. Sneak up behind your target, gently place your hand on their back and whisper "Knife kill". The unfortunate target must then silently lie down. They are considered dead, and as such return to the safe zone after laying down quiet for 10 minutes. There is no bleed-out period. Players in the process of bleeding out may be put out of their misery by a knife kill.

NOTE!!! You may NOT use real, rubber or LARP-style latex knives.

Civilians cannot be knife killed, instead knockout is used to knock another player unconscious rather than killing them. The victim becomes unconscious for five minutes and must lie completely still on the ground. They may not call out. Sneak up behind your target, tap them lightly on the head and say "knockout". This symbolizes thumping your victim with a rifle butt or other blunt instrument. The target wakes up again five minutes later with no ill effects. This rule is also suited for neutralizing difficult civilians or sentries wanted for interrogation. Those who have been knocked out have no memory of the time they were unconscious. People wearing helmets cannot be knocked out.

Friendly fire

In Berget games all hits count, even if you shoot your own team. Players are not allowed to purposely act against their own team either directly by shooting or knife killing player on their own team, or indirectly by giving away information that would give your team a disadvantage. Example: Giving away the code printed on a SAM Site, or giving enemies

access to secret chats, maps, gps systems etc. If captured and interrogated other rules apply.

You must always take your hits regardless where the shot came from, but as always do not argue - Report to a GM if you feel that a rule has been broken and continue playing as normal.

This rule does not affect civilians players.

The wounded flag (Deathrag)

You must bring your own wounded-flag to Berget and it must be orange, no other color is allowed. Make sure the size is at least 30 x 20 cm. You must pull it out of your pocket/vest when waiting for a medic, put it on your head or torso, if shot anyway, you may wave it above your head to let the shooter know you are wounded or dead. In addition to the wounded-flag you must also bring an orange vest to use when playing in dark conditions i.e a cloudy swedish summer night. Make sure that the vest is orange, not yellow!

Speaking after being hit

You may not use your radio or speak while you're waiting for medic or bleeding out. You can only shout "medic" or "hit".

Moving wounded players

Downed soldiers may also be moved by carrying or dragging them; to some degree, the wounded soldier may move under their own steam, but only if supported by a comrade. The wounded player and the helper may not use their weapon. Wounded players may not move from the place where they were shot, although if they are in the line of fire they may crawl into cover while shouting HIT and waving with their "wounded-flag".

Healing

When a player is hit, after shouting MEDIC or HIT, the medic has 10 minutes to begin treatment. If this fails, the player is eliminated and has to go to respawn.

If the medic reaches the downed player within 10 minutes they can treat them, by symbolically applying a field dressing. The dressings should be white, and may easily be made from an old sheet ripped into suitable pieces. It must take at least two minutes (count to 120 sec) to apply the dressing. It will count as cheating if no dressing is applied when healing. All shot players must wear the wounded-flags at all time until respawning or healing has been completed.

Knife kills are instant "death", and the player cannot be treated, no bleed out time.

If you wish to heal an enemy player and capture them: Ask offgame if that is ok. If so, normal heal rules apply. If not, normal bleed-out rules apply. Knife kill is also an option.

The medic

A medic should have a white armband with a red cross. Civilian medics do not need this armband. A medic can't apply a field dressing to him or herself, of course another medic can heal an injured medic with a field dressing. A medic may carry a maximum of 20 field dressings, but may resupply at the BASE, SP or Respawn. Make sure you have enough dressings to resupply! Only medics may carry bandages.

Number of healings

Only one field dressing can be applied to a single player, on being shot a second time they are eliminated and must proceed to the respawn. No bleed out time.

Field hospital (FH)

A field hospital is a mobile tent with a medic symbol and team flag on it. The tent can be carried by players into position near an enemy location. When the tent is completely set up, it works like a mobile respawn where players can respawn and medics can restock their bandages. This is not affected by the capture points system.

You can destroy enemy Field hospitals by packing everything down into the field hospital backpack and bringing it back to your HQ, but you can not use it for your team.

The field hospital is operational once the tarp roof, barrier tape and white flag is up and mounted. In the field hospital you stay until respawn, wearing the wounded flag. Always keep your safety glasses on! If the enemy manages to reach the field hospital, all players inside are instantly killed and the enemy may capture the field hospital.

Respawn

On being eliminated, you must proceed immediately to your re-spawn where you will wait for up to 29 minutes before you can re-spawn and rejoin the game every full hour and a half. It is at all times "off-game" inside the re-spawn.

For example: If you arrive at the respawn at 12: 59 you have to wait for one minute until you can rejoin the game. The guy arriving two minutes later has to wait until the clock strikes 13: 30 until he can rejoin the game. Time is counted upon entering respawn, not when you were eliminated.

Respawn areas are located around the map, you may respawn at owned capture points, bases and other areas marked with a respawn sign. It is strictly forbidden to fire into or out of a respawn area. Weapons must be on safe inside the respawn. Eye protection should be used at all times. There should never be any kind of siege on enemy respawn areas. Certain VIPs, LARPs & officers (coy leader or above) will have a double-length respawn time (Respawns only whole hours).

You can respawn anywhere in your base as long as it is not under attack.

(Enemy forces shooting inside base or at base)

If your base is under attack you respawn in a dedicated area marked outside your base.

Running respawn

Firing into or out of a respawn area is strictly prohibited.

Players leaving respawn close to combat may perform a "Running Respawn". The player must wear their orange deathrag clearly visible on the head and count to 15 before removing it.

During this time, the player must move directly away from the respawn, shout "RESPAWN", and seek cover. The player may not fire, communicate tactical information, or intentionally block enemy movement.

Protection ends immediately if the deathrag is removed, the player fires, or after 15 seconds have passed.

Players visibly wearing a deathrag during a Running Respawn may not be engaged.

The purpose of this rule is to mitigate respawn camping and ensure fair re-entry into the game.

Weapons & equipment

SAFETY DISTANCES

NEW RULES 2026

Rules Chrono PDF can be download under rules

<https://www.berget-events.com/info/gameRules>

Gun safety

At Berget games there will be a mandatory chorning at check in. Please get all your guns to the check-in before the game. Also, croning will be done randomly under the game and if we suspect cheating or as a result of player complaints. It is every player's responsibility to follow the rules, and make sure that their guns are choned according to the appropriate gun classes. 8mm BB's are allowed and will be choned with a separate sheet. Laser projecting sights are not allowed at Berget. Max bullet weight is 0.43g (full thrust kit is an exception due to its caliber size).

Rate of fire

The rate of fire for assault weapons is restricted according to the "Chrono rules document". If your gun's rate of fire is too high and can not be changed you will get an extra marking and an extra 10 meters safety distance will be added.

NOTE! Only CQB weapons CLASS 1 can shoot full auto indoors in CQB (Close quarter combat).

HPA-Guns

If you have a HPA-gun, you need to bring a Tournament Lock. The lock for pressure (at your tanks regulator) is vital to play at all, and the lock for the selector is needed if you want to play with velocity above 130 m/s. We will provide some locks on site but we can't guarantee to have them all.

<https://ampedairsoft.com/tournament-locks/>

Sniper rifles

If you want to play as a sniper your gun must look like a sniper rifle with scope and bipod, no mp5/uzi/m4/ak47 etc with scope are allowed as sniper.

Semi-snipers are only allowed to be tuned to max class 4 (Se class list in chorning/saftey distances) The only Semi-snipers to qualify to class 5 & 6 are Barrett m82, OSV-96, AR-50, CheyTac 50 BMG, snipex alligator and other 50.cal snipers alike.

Dragunov may be tuned up to class 5.

Bolt action snipers are allowed to be tuned to class 4-6.

Rapid-loading repeating weapons (e.g. straight-pull bolt action and lever action rifles) may not be tuned above Class 4. This includes any manually operated repeating system that enables significantly faster follow-up shots than traditional bolt action rifles.

Sniper Optics Requirement

Sniper rifles above Class 4 must use an optic with a minimum magnification of 3x. Non-magnified sights (e.g. red dots, holographic sights, iron sights) and magnifier combinations are not allowed.

Variable magnification optics must be set to at least 3x during gameplay.

Support weapons

Support weapons are divided into 2 classes, support weapons and light support weapons. Both need to be fitted with a bipod and Box/drum/cmag.

Support weapons, (RPK, PKM, PKM versions M240, M249, M60, MK43, Mg3, AEK999 etc) are allowed to be tuned to class 3. (see list above)

Light support weapons (KAC LMG, Stoner mk23, L86, HK23, MG36, G36, M249 para etc) are allowed to be tuned to max class 2 (see list above). Special rules apply for the popular m249 para that can only be tuned to class 2 since it is lightweight and has a shorter barrel and retractable stock.

No small guns (mp5, uzi, g36c, Ump, AKS-74U etc) are allowed as light support weapons.

Turret guns mounted on vehicles do not need a buttstock or bi-pod. Turret guns belong to Class 7. Must be mounted in vehicles and only allowed to be operated from turrets or vehicle mounts.

Magazines

In general, all magazines must be lo-cap (no more than 100 rounds). There are no restrictions on the number of magazines you may carry. Highcaps and midcaps with capacity over 100 are strictly forbidden. If you have a weapon where lo-caps are unavailable, mark your magazines with blue tape saying "RAL" (restricted ammo limit) and load no more than the limits above. However, it is still forbidden to use wheel or electric reloading high capacity magazines enabling the player playing with only one magazine with easy reloading options (Support weapons excluded).

Sniper weapons are limited to max 30 rounds.

Light support weapons (KAC LMG, Stoner mk23, L86, HK23, MG36, G36 etc) may use C-mags limited to 500 rounds.

Support weapons (RPK, PKM, PKM versions, M240, M249, M60, MK43, Mg3) 3000-5000 round/mag.

To summarize: Standard: Max 100 rounds/mag. Snipers: Max 30 rounds/mag.

Light Support Weapon (KAC LMG, Stoner mk23, L86, HK23, MG36, G36 etc) : Max 500 rounds/mag. Drum or box mag. Support Weapon (RPK, PKM, M240, M249, M60, MK43, Mg3): 3000-5000 rounds/mag. Drum or box mag.

For game balance purposes, the RPK light support weapon will count as a full support weapon for purposes of trim, magazines etc. This is an exception to the normal rules, and applies only if the weapon is an actual RPK (original or AK conversion; key features include bipod, long barrel, RPK stock) - an AK47 with a drum mag and bipod will not count. It should be noted that magazines with more than 100 rounds must still be drum or box style - no "ordinary-style" hi caps. KAC LMG, Stoner mk23 do not need to be fitted with bipods.

The M249 para may use drum or box mag with 3000-5000 rounds/mag.

Reloading ammunition

In addition to any ammunition carried in magazines, you may carry up to 3.300 rounds (10.000 for support gunners) to reload in the field. You can top up your ammunition allowance in your home base, Safe-zone or while re-spawning. There is no limit on ammo you may store at your base.

It should be noted that the 3300 (10000) rounds are per player, not per weapon.

Berget anti-vehicle system (BAVS)

Berget has developed the anti-vehicle system used in our games. It works using IR light and all in-game vehicles are equipped with IR receivers, lights and alarm. When hit using an IR equipped weapon, the vehicle may take hits and, depending on hit points, be disabled. When disabled there will be a red light blinking and the alarm will sound.

AT weapons

The AT-weapons is built upon a IR-encrypted system similar to the military SIMFIRE system. BAVS can shoot up to 60 meters in daylight and even further at night.

The BAVS AT4 anti-tank weapon has unlimited shots. When the AT4 is started it has 0 shots. You will have to manually press and hold a button to load the AT4, you can follow the reloading progress on the display. You can only load one shot at the time.

When firing, the AT4 will make a sound and flash a light. You need to press the trigger while aiming at the vehicle and the weapon makes a firing sound.

Some AT4's will be handed out by each team's commander during special missions and needs to be signed for.

When shooting an armored vehicle, if the range is more than 20 meters you can aim in the middle of the vehicle and score a hit. At close range, aim at the sensor mounted on the roof.

Armored vehicles have 5 hit-points, non armored vehicles have 1-3 hit-points. There is a randomizing factor regarding hits and damage. If you score one wounding hit you can hear a short alarm sound. A disabled vehicle will have a longer 10 second alarm and blinking lights.

The BAVS 40mm grenade works in the same way as the AT4 but it deals less damage. For example if you shoot at a bunker with an AT4 and it is destroyed after three hits you will need five or more hits with a 40mm grenade to successfully penetrate the bunker. In favor of the 40mm grenade it is very light and it reloads faster than the AT4. On the downside the 40mm cannot penetrate the armor of a tank.

NOTE! Try to protect the AT-weapons from rain and water. If soaked they can stop working. Also keep the lens free from dust, dirt and water for optimal performance. until firing

Tube launched optically tracked wire guided weapon - TOW

TOW and movable anti tank guns is a unit that can be equipped to a vehicle or used as a stationary anti tank weapon. The BAVS units used in these weapons are provided by Berget along with instructions on its usage. You may not steal enemy TOWs in or offgame.

Stingers

Stinger weapons are stationary defence weapons against drones and aerial targets. They are provided or rented by BE. They are delivered without batteries and you need to bring your own battery. (Mini tamiya or deans contact)

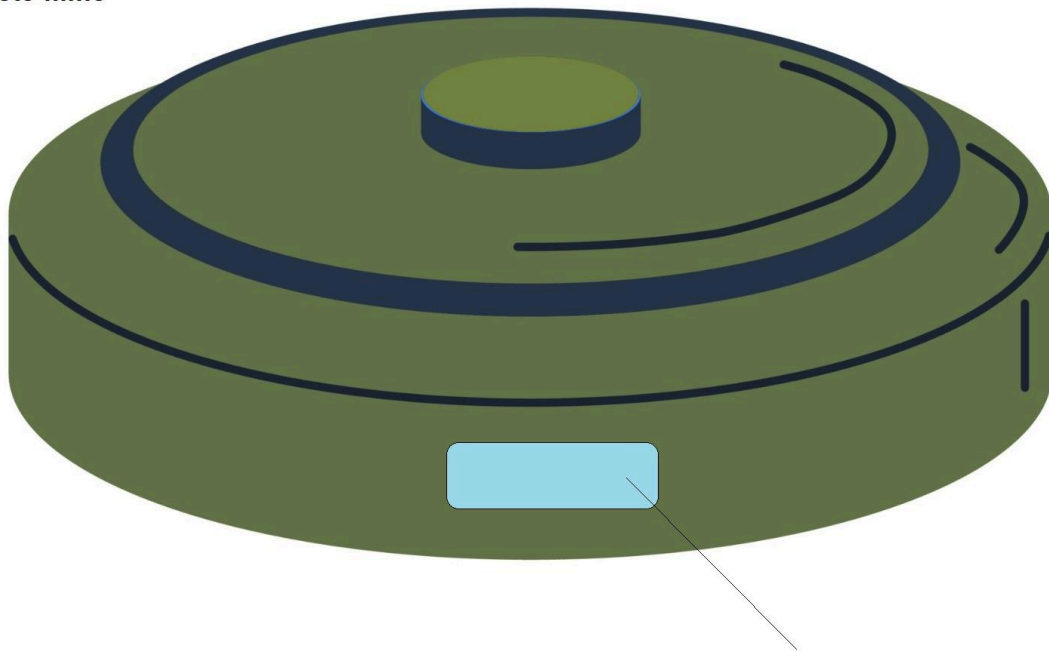
Mines

There are different types of mines and minefields you can run into during Berget games.

Anti-Vehicle Mine

The mines are disc-shaped, made of wood/plywood/metal. They are 30cm wide and minimum 5 cm in height. A small piece of reflective tape must be on top of the mine. One wide circle and one small circle on top of it. They may NOT have any sharp edges and must be easy as safe to drive over by any kind of vehicle. They must be OD GREEN in color. (Plastic mines are forbidden)

BERGET-EVENTS Example vehicle mine



2 Reflective paint, sticker or fabric 4x1 cm
Mounted on opposite sides.

Anti-Personnel Mine

Mines may be found in the game area, and you will notice if you set one off. Anyone within 3 meters of a detonating mine is considered hit, and should react accordingly. Only engineers may disarm mines. There are beeping mines and BB-shooting mines. All inflict a normal "hit" injury.

All retail gas/spring/bungee/electrical mines and grenades are ok. Home-made stuff must be tested by the crew at check in. No burning, smoking or exploding mines are allowed.

Different minefields

Static minefields

Static Minefields are minefields that have been pre-defined by Berget Events, and will be displayed on maps prior to game start. These minefields will be marked on site with tape (usually yellow/black) and signs warning that it is a Minefield. You are not allowed to cross static minefields either on foot or in vehicles, as they consist of both anti-vehicle and anti-personnel mines. Static minefields cannot be defused/cleared, but special missions may be created to clear a path through the minefield. Walking into a static minefield is considered suicide, and you are instantly killed. Crossing a static minefield is considered cheating.

Dynamic minefields

Dynamic Minefields are minefields that are placed by players. They are placed by Engineers and can be defused by engineers. The mines are made of wood, are in OD Green color and may be booby trapped. They are visually placed on top of the ground on roads against vehicles. Mines may not be buried, covered or hidden. The main purpose of a dynamic minefield is not to disable vehicles, but rather to create roadblocks to halt enemy mechanized movements.

Placing mines / creating dynamic minefields

Minefields may be created by either side engineers at any time and any location without needing pre-approval. Placing mines takes 60 seconds for each mine, only engineers can place them by putting them open and visible on the ground. The engineer must hold their hand on the mine for 60 seconds before moving on to the next. Engineers may cooperate and place one mine each. Mines may not be hidden, buried or covered in any way, and must be visible to drivers. Place the reflective tape facing oncoming vehicles. Make sure no mines are already placed nearby, <100m.

A road is considered mined when it is covered by 3 mines covering the WIDTH of the road.

Example: You may place 3 mines in maximum 2 rows along the length of the road as long as it maintains 3 in width to stretch across the entire road. You CANNOT mine a road with only 1 or 2 mines. You may only place a maximum 2 rows of mines for every 100 meters of road. You cannot place more than 3 mines in one row.

Crossroads can not be mined. In a 3 or 4 way crossroad, you can choose to mine one of the roads.

Example 1: You decide to mine a road with 3 mines. You can not place any more minefields within 100m. Make sure no mines are already placed nearby, <100m.

Example 2: You decide to mine a road with 6 mines in two lines close together. You can not place any more minefields within 100m.

Example 3: You decide to mine a road with 3 mines, and then you walk 20m to Place Another 3 mines. * NOT ALLOWED*

A mined road is mined for all teams, hostile as well as friendly. Special rules may apply but those will be announced before each game.

If an engineer fails to disarm the minefield (1 row) and is killed before completion. The minefield is not disarmed and the next engineer will need to disarm all mines in that row.

Clearing dynamic minefields

Engineers may defuse dynamic minefields at any time. This is done by engineers keeping one hand on the mine for 2 minutes. Only one mine per engineer can be cleared at one time (Cannot have one hand each on two mines), and only one engineer can work on one mine at a time. (2 engineers on one mine will still require 2 minutes). A minefield is not cleared and cannot be crossed until ALL mines have been cleared. A mined road (3 mines over the width) is NOT considered cleared by only removing one mine.

Booby trapped mine

Some mines can/may be trapped. Those mines have an alarm under the mine designed to start beeping or making an alarm sound when you lift them up. When an alarm on a mine goes off for any reason, everyone within 3m of the mine is considered HIT and follows normal HIT Rules. A booby trapped mine that goes off does not damage nearby vehicles. An engineer may carry a maximum of 3 mines, and only one of these 3 may be booby trapped, but mines may have "fake booby traps" on them, for example visible wires. Mines can only be carried and used by engineers!

Anti - mines

Mine worm

The mine worm is a long wire equipped with small explosives. The weapon can be used to quickly clear the road from mines. Engineers place the mine worm and light a fuse, detonating the chain of explosives and the mines clearing the road.

(The engineer can drag the mines off the road after a small pyro explosion and vehicles can pass directly after the explosion.) The mineworm needs to be rearmed after 1 use in the base before next use.

The mine worms are provided by BE and will be delivered to "some" engineers by BE (It is not allowed to bring on your own).

Minesweeper/mine flail

A mine flail is a vehicle-mounted device with steel chains that makes a safe path through a mine-field by deliberately detonating landmines in front of the vehicle that carries it. The Mine flail can instantly destroy 3 x 2 mines (by driving over them) before needing to be repaired/replaced by the tank crew (takes 1 hour cooldown). Only Heavy armored, tracked vehicles can use mine flails during Berget-games and they must be accepted by Berget-crew pre-game.

Hand grenades

We allow both sonic Berget grenades and gas driven BB shooting grenades like Tornados. For all BB shooting grenades normal hit rules apply.

Sonic grenades (BAPS) If you are in a room when a sonic BAPS grenade detonates - you are hit. (No matter if you are behind furniture or other cover, you are hit.) You must put up a death-rag and yell "HIT". If a player enters a room during the 10 second "detonation"-sound he is also hit. Normal HIT-rules apply.

You may NOT reset a thrown grenade and throw it back! Only the owner of the grenade can reset it. You may NOT retrieve your thrown grenade during an ongoing firefight in a building.

The BAPS grenade effect does not work outdoors, the rules only apply for indoor use in bunkers, cars, tents, rooms or buildings like the FAD or forts. It is important to know that the grenade does not eliminate a whole house, only people in the room where the grenade is thrown. Inside a fort, FAD or larger the damage is 3x3 meters If you are OUTDOORS and a BAPS grenade detonates near you (beep beep beep) you are NOT hit. (Use other approved

grenades in these situations) You may only throw the grenade through doors or windows.

The sonic grenade is the only grenade you are allowed to use against cars with open turrets or windows. If using a grenade against a vehicle, you can only “drop” the grenade into an open window or turret/hatch. Never throw the grenade from a distance. If a BAPS grenade detonates inside a vehicle, all players inside are hit. The vehicle is NOT destroyed. You may never approach a MOVING vehicle to drop a grenade.

Missiles, mortars & airstrikes

These area-of-effect weapons are only used coordinated with a game-master using pyro to simulate. If you hear the pyro you are in the area of effect - take cover. The proximity of these weapons may vary. Game masters will let you know if you are hit. To avoid being hit you must take cover, the better cover you choose the lesser risk you have of being hit. But you CAN be hit anyway. Always obey the game master's ruling if you are hit or not.

Only Commanders and forward observers will be able to use area of effect weapons.

Explosives/sticky bombs

Explosives may be used to destroy objects like buildings, radio masts and doors. Only engineers may use explosives. Use of explosives requires a 10 meter safety perimeter, and enforcing this is the engineer's responsibility. Explosives may only be used against objects, and they may not be thrown. They must be placed carefully. Rigging the charge must take at least two minutes. The charge we use is completely legal and detonates like a small firework. In some cases it is just a dummy.

Players may not construct their own explosives; all relevant players (engineers) will be briefed and issued explosives on the day of use.

Weapons of mass destruction

Players are not allowed to create, invent or use any kind of prop or made up story involving weapons of mass destruction such as nuclear bombs, biological weapons or any other type of weapon that directly or indirectly affect large groups of people. While these kinds of weapons might exist in some of the stories of some Berget games, they will then be clearly announced and provided by Berget Events. A special ruleset will be written for these weapons.

Pyrotechnics and smoke

No player brought pyrotechnic devices or smoke may be used within the game area. No player may bring any form of pyrotechnics, burning, smoking, hand grenade, flashbang device, whether commercial or home-made.

Smoke or pyrotechnics can be provided by the crew to selected players.

Car mounted smoke is allowed and must be registered and approved by the Berget crew at BAVS-mounting.

Helmets, body armor and ballistic shields

Helmets and body armor have no in-game effect regarding hits. Helmets protect players from being knocked out. Ballistic shields may not be brought, though a few may be available and issued when appropriate by your commander in special missions.

Anti vehicle obstacles

The anti vehicle obstacle is a roadblock used instead of creating a minefield to block a road. It is preferable to use this method of blocking entrance into your base since any soldier can clear it quickly for friendly vehicles as opposed to the minefield that needs engineers for both placement and removal.

The obstacles must look like a Czech hedgehog (image) and use of rubble such as tree branches, logs or other debris is not permitted. Berget will provide each team with the Anti vehicle obstacles at the beginning of the game or as a reward for mission success.



Vehicles in game

There will be both military and civilian vehicles moving around in-game. These may be friendly or hostile and may be fired upon. Their crew or drivers may be eliminated by BBs alone if the vehicle has their side windows down or are open vehicles like ATV's or Jeeps. Personnel sitting in the back of a pick-up truck apply to normal hit rules. To avoid people from shooting out from small cracks in the side windows and then close the window to be protected when fired upon. Vehicles that want to shoot out of their side windows must keep their side windows down to the lowest point and secure the glass with black or OD duct tape so they may not be raised. You may never attack a vehicle by opening a door to an in-game vehicle to shoot or throw a grenade into it.

All participants bringing an in-game vehicle have to mark their vehicle with the TEAM-color on the front windshield and with a small flag on top of the car (40x20cm).

All ordinary civilian vehicles are considered light vehicles. You will need to hit the vehicle with a BAVS weapon to eliminate it.

Some civ/light vehicles may not have a BAVS system mounted. These MUST have open windows at all times to enable players to destroy the driver/vehicle with normal airsoft guns. ATVs, motorcycles and vehicles where the driver is unprotected does not need a BAVS mounted.

Most vehicles in-game will be mounted with the BAVS 2.0 - 3.0 IR system (Berget anti vehicle system) that can be rented from Berget. If you want to bring a in-game vehicle contact info@berget-events.com

Berget will provide an "vehicle kit" at check in, containing items needed during the game. Towing lines and markers for example.

Turret Safety

Turret gunners must always be aware of and respect the minimum safety distance when engaging targets, especially while the vehicle is moving.

It is the responsibility of the turret gunner to understand and maintain safe engagement distances at all times.

Turret gunners are expected to be trained and familiar with these requirements before operating a mounted weapon.

Main battle tanks & armored vehicles

Armored vehicles have reinforced active armor, Anti-Tank weapons only have a 33% chance to penetrate the armor and damage the armored vehicle. If the armored vehicle is hit but no damage is dealt, the BAVS will indicate a different light and no-penetration-hit audio sequence.

40mm grenades do little to no damage to tanks. You must use AT4 or TOW launchers.

Armored vehicles can be equipped with a visible minesweeper in the front of the vehicle, which can instantly clear 3 lines of mines before the minesweeper equipment is destroyed. The minesweeper can be re-equipped at home base only. The vehicle repair station can repair the minesweeper equipment. Repair time is 10 minutes.

Armored vehicles also have access to high explosive (HE) fragmentation grenades. With these grenades, the armored vehicles can shoot against visible infantry up to 100m away. These grenades work like artillery strikes, and have an area of effect where people are injured or killed. The effect of the shots will be decided by the crew GM who determines who is hit or killed. Taking cover reduces the risk of taking damage while running or standing up increases the chance of being hit.

The armored vehicle can continue to shoot as long as they can pinpoint infantry positions through the tank sight.

The GMs decision on who is hit or not is final without any discussion.

Note!

Players who operate heavy vehicles class 5 (Tanks and 6 wheeled trucks) have one or more dedicated operators who will wear an orange vest with the text "Vehicle security". They are allowed to move around the vehicle to ensure that no one is injured when reversing or turning.

"Vehicle security" can therefore move outside the vehicle offgame and then enter and take off their orange vest to continue the game. You must not under any circumstances shoot at vehicle crew when orange.

These instructions and vest will be provided for you at vehicle check in.

Drones & UAVS

It is prohibited for players to use any kind of drones or UAVS during the game, unless you belong to a UAV unit and have received special training. Some games might allow selected players/groups to bring drones and UAVS for attack and/or reconnaissance. Do not fire BB:s on drones & UAVs.

Berget anti-air system (BAAS)

All ingame flying objects will be mounted with a BAVS receiver. Any kind of BAVS weapon can be used to disable all ingame flying objects.

Vehicle classes and hitpoints

Vehicles are divided into different classes with different amounts of hit-points. You can recognize the armor level on the stick of the BAVS receiver. One line of yellow = hitpoint level. There is a randomizing factor for BAVS weapons damage can vary.

Class 1 Light vehicle1-3 hit-points

Class 3 Armoured fighting vehicle3-5 hit-points

Class 5 Heavy armoured vehicle / Tanks 5-10 hit-points

Class 1 - Civ/Light vehicles/Technical: Can have mounted weapons. If a weapon is mounted, there can only be a front protective plate, MAX 90° protection. Protection plate is not mandatory. No other requirements.

Class 3 - armored fighting vehicle: Must have mounted weapon with at least front and side protection. Vehicle and turret must have "protective plates" on sides and front. Vehicle must overall be visually improved to look "armored".

Class 5 - Heavy armored vehicle: Must be a large vehicle with at least 6 wheels or track. Must have protective plates on all sides and windows. Must have a mounted gun. Vehicle must overall be visually improved to look "armored". (This class is hard to obtain! Send a picture before you start building to get pre-approved.)

No remote controlled turret is allowed in any vehicle regardless of armor class.

NOTE! Mounted guns are not affected by weapon-hits. You must take out the vehicle with BAVS or hit the gunner.

Speed/Conduct

Player vehicles (ingame or offgame) may not travel at more than 30 kph for safety reasons. Only authorized drivers may drive ingame vehicles during the game, and only those vehicles that have been assigned to them. It is strictly prohibited to just get in a random vehicle and drive off.

Berget game master/staff vehicles with yellow markings are not affected by this restriction.

Warning lights are to be used only on Offgame/Destroyed vehicles.

Vehicle elimination

Vehicles can have three different states.

1. Ingame functional.

2. Disabled. Repairable by engineers.
3. Offgame/Destroyed. Must respawn in base.

When a vehicle is disabled by a BAVS-weapon. ONLY the driver must take a hit (can be healed by medic), the rest of the players inside of the vehicle can choose to be eliminated or continue fighting. If you choose to be eliminated you may stay in the vehicle wearing a deathrag. If you wish to continue fighting, leave the disabled vehicle within 20 seconds. You cannot shoot from a vehicle that is disabled, a disabled vehicle must move to the side and turn off their engine. However, the vehicle can be moved immediately by applying the Towing-rule.

To destroy a vehicle, flip the “destroyed” velcro patch on the windshield. Vehicle must now respawn in base. It cannot be repaired by engineers. Warning lights are to be used only on Offgame/Destroyed vehicles.

For safety reasons, vehicles must at ALL TIMES keep the road drivable. If your vehicle is eliminated in a spot where it blocks off the road, you must directly move it so that other vehicles can pass. Safety first! We know that this makes it impossible to stop an ingame convoy by taking out the first vehicle with BAVS. In order to do so you must use mines.

All destroyed/off-game vehicles must show this clearly by having orange flags on both sides of the vehicle (left/right).

Vehicles hit by mines

If a vehicle drives over a mined road, normal hit rules apply. Just as if it was disabled by BAVS. When a vehicle is disabled by a mine, ONLY the driver must take a hit (can be healed by medic).

An disabled vehicle must be moved to the side of the road.

It is absolutely prohibited to drive around a minefield. Vehicles must always stay on the road, and may never use the ditch to try to pass around obstacles for safety reasons.

Repair & respawn

The disabled vehicle can be repaired by an engineer with 30 min repair time, the repairs must be made by holding the front of the car. If two engineers are available the repair time is 15 minutes. A destroyed vehicle can not be repaired.

The vehicle may return to respawn flying an orange flag or marking, to indicate that they are off-game. The vehicle should raise an orange flag during repair time.

If unable to repair, the vehicle has a 10 minutes burnout time before the vehicle can choose to drive back to base off game and respawn in base. Respawn time in base is 2 hours.

The driver respawns with the vehicle.

Vehicle repair station (VRS)

Engineers can build a repair station to quickly repair disabled vehicles.

The repair station consists of a props pallet and a sign. The station must be placed on a road, clearly visible. Respawn time is 10 minutes. Only one vehicle can be respawn at a time. Vehicles must be towed to the repair station and park within 2 meters of the sign/pallet. With the station operational vehicles can repair, refuel and restock ammo for any friendly vehicles. An engineer does NOT need to be present during repair in the VRS. Only the players in the disabled vehicle will also respawn in 10 minutes at the VRS. Repair time for class 5 vehicles is 30 minutes.

Only one Repair station can be placed at a time, and it can be destroyed by the enemy approaching the VRS and mark it as destroyed by turning a sign on the pallet. The VRS must be returned to base and be respawned for 6 hours. Place it and camouflage it well (VRS signs and props must be visible from the road).

Can only be built by certain units.

Repair and recovery vehicle (RNRV)

Each side may designate a vehicle that can act as a mobile repair station. This means that the vehicle can be set up next to a friendly capture point (within 50 meters). This vehicle can then function just like a repair station. As long as it is stationary and the engine is switched off. The vehicle must be ingame and at least one person must be outside the vehicle during the entire repair time. RNRV vehicles must have a sign inside their windshield stating "RNRV" and each team may only have 1 RNRV in their team.

Ordinary repair station rules apply.

Towing

There is an option to "tow" a vehicle to a safe location for repairs or to move an enemy vehicle out of the road. Which means that a symbolic rope should be tied between the vehicles and the "damaged" vehicle can be moved out of harm's way. The symbolic rope must be disconnected before the vehicle starts to move, to avoid injury. There is no maximum travel distance for towing a vehicle.

The towing rope should only be symbolic and for safety reasons the player initiating the towing should walk between the two vehicles with a rope and a marker/flag "TOW-LINE" in the middle of the "rope/line". The minimum time is 2 minutes to get the vehicle ready to be towed.

The "towed" vehicle should of course be driven by its dedicated driver while moving, the tow wire must be removed before driving. The vehicles must move at a slow walking pace while towing (5-7 km/h) and 5-10 m between the vehicles.

The vehicles involved in the towing procedure must have a sign in their windshields, it will be provided by BE at vehicle check-in.

The driver of the damaged vehicle is considered off-game while moving to the repair location. You can stop the towing by destroying the in-game vehicle.

Boats

If boats are used in games, special safety rules apply. Boats may only be operated by players who have received training from Berget events or the Berget crew.

All players who travel by boat must wear a life jacket or remove heavy equipment such as combat vests, plate carriers, weapons in a harness or anything else that prevents the person from swimming. The basic rule is that you must be able to get to shore or back to the boat without help.

Weapons may not be attached to the body but must be held in hands. Combat harnesses or backpacks may be carried ashore when the boat lands.

It is forbidden to shoot at players who are swimming or have fallen into the water and are not capable of fighting.

During a landing, it is forbidden to be closer than 50 meters from where the boat lands. If an enemy boat is on its way to where you are on the shore, you must back up 50 meters.

All boats have flags or color markings that show which team they belong to.

You may not steal, start, use or move a boat from the opposing side in any way. You may not use a boat that does not have your team flag mounted.

Larger boats where you cannot shoot personnel will have BAVS mounted so that armored weapons can be used on them.

Boat respawn

When a boat is disabled, the driver waves an orange flag and/or lights smoke. The boat will return and respawn on its original launch position. All players currently on a boat that becomes disabled dies and must put on their wounded flags. There is no respawn time for boats but the driver needs to respawn according to player rules.

Battle elements

CQB

All indoor play (CQB) is limited to weapons with a muzzle velocity of no more than 109 m/s (357 fps) class 1. Long guns must be fired from the shoulder as far as possible. Random fire is not permitted, and ricochets do not count as hits. It is forbidden to take cover inside of or fire your weapon in/out of tents. Get out of the tent if you want to engage in the fight.

Locked/barricaded doors

Some buildings will be locked and can only be opened by engineers. It takes 2 minutes per door. This is indicated with a BE instructions sign on the door.

Parachute drops

The HQ may gain access to a limited number of parachute drops. When the commander orders a parachute drop, the designated players will be driven by crew in an off-game vehicle to the appointed drop zone. All parachuted players may be shot upon immediately after exiting the vehicle. Therefore great care should be taken into account while planning the drop zone. The opposing faction will also get a 3 min notice if the drop is planned in close vicinity of their base.

Helicopters & airplanes

If there is a helicopter in-game, it is strictly prohibited to shoot against the helicopter for safety reasons. You can disable it by using BAVS issued by Berget-Events. Players may not touch or get into a landed helicopter. It is strictly forbidden to run under the helicopters while it is landing or in flight in close proximity to the ground.

Cameras & computer vision

Players may not place any cameras or recording devices anywhere in the game area. This is prohibited by Berget (and Swedish law). Handheld devices are allowed to be used but not remote or sensor triggered devices.

Gold Vault (Special Fortified Position)

There will be two (2) GOLD vaults in the game area. Black metal sheet buildings with a fence around them. Inside the vault, there will be an unknown quantity of GOLD and possibly additional defensive elements. All vault interactions are subject to GM supervision.

Each vault is equipped with crew-operated machine guns and gun ports. These machine guns/crew cannot be eliminated by regular BB hits.

Access & Destruction

The vault is fitted with one BAVS receiver mounted on the roof.

When the vault receives a penetrating BAVS hit, the machine guns are disabled for exactly 5 minutes. After 5 minutes, they automatically restart (crew-operated). The vault can withstand multiple AT hits and must be reduced to zero health again to trigger a new 5-minute disable period. When the turrets are disabled, they will emit a distinct sound indicating they are offline. When the turrets are about to come back online, a different sound will be heard. Once the turrets are disabled, players may begin breaching the door.

The vault door is secured by a magnetic lock (instructions on the door).

The door can only be opened by:

- A valid in-game KEYCARD (NFC), or
- A Berget-issued TNT prop explosive (with NFC).

Only TNT provided and approved by Berget may be used (NFC tag). Standard engineer explosives have no effect on the vault door. The vault door must be fully opened before engagement inside. When the door opens, a roof-mounted siren and light alarm activates, alerting all nearby players that the vault has been breached.

Inside the bunker

Inside the bunker CQB weapons and airsoft sound or BB grenades can be used. CQB rules apply. The vault is not a respawn location.

Gold vault hitpoints

The hitpoints level on the bunker is unknown to the player and can be up to 30 hits depending on the weapon used.

Gold Vault – Underground Recharge

The vault sits on an automated subterranean extraction mechanism (story-wise). When emptied, the system must complete a recharge cycle before new gold can surface.

If a group/team manages to empty the surface vault of its gold, there will be a 6-hour (rounded to whole hours) cooldown before the next cycle starts.

The gold bar cycles and schedule will be as follows:

10:00 – 24:00: GOLD vault is in-game and crew-operated.
All other hours, the gold vault is off-game and cannot be interacted with.

Example:

If the gold vault is breached and gold is taken at 10:10, the vault will be empty until 16:00. At 16:00, the crew will restart the vault and fill it with gold bars, and defensive systems will be active. If the gold vault is breached at 18:00 or later, the gold will not be refilled until 10:00 the next day.

There will be crew at the vault site from 10:00 to 24:00 during all in-game hours. There will also be rules and information posted inside the vault.

Each vault can be looted 2 times per day, giving the objective value for more players. The "online map" will indicate when a vault is active (with gold) or on cooldown.

Teams & uniforms

To differentiate between the various groups in the game, players will have various armbands & uniform elements. Each event will have a different number of teams and their armband and uniform may change between games. You can read about the requirements under the section "teams" when the new story is presented on our webpage.

Uniform guidelines

You must look like a soldier. Uniform, boots and all your combat gear must look the part. No brightly colored clothes or sneakers, sweatpants or other civilian clothes. This does not apply to civilians or other special teams. Check your team's description on the type of uniforms you are allowed to use.

Armband

You must always have a clearly visible armband. At all times, other players must be able to see and identify your team color. To hide, cover or obscure your armband is forbidden and will result in a warning and the player must remain off game until the armband is up to regulations.

Only snipers wearing full ghillie suits may use their armband on their legs.

You will have to buy or create your own armband. When constructing your own armband, it must be at least 10 cm (3.94 in) wide and have your individual team-number and unit-name visible in a contrasting color. Players without correct armbands won't be allowed into the game-area. Correct armbands with your individual team number and unit-name can be bought when booking your ticket and received at game-area check-in. If you lose your armband you must go off game and return to base or safezone. In the safezone you may register a new armband number and retrieve a new armband. Your HQ will have some spare armband provided by Berget.

Do not create your armband until you have received your individual "Armband-id". The armband-id is not the same as your ticket-id! You will receive it when you book your ticket, if buying a second hand ticket please ask Berget-events or the seller for the correct armband-id.

All players need to follow their team requirements for uniform and armbands.

You have to make a secondary armband if you are an "in game" medic or engineer. This should be worn on your right arm and the "team-armband" on your left. This armband should



be in the same size as the "team-armband".

This is the engineer symbol:

This is a medic symbol:

Any questions about this should be sent to info@berget-events.com

Command structure

During Berget games most players will be playing in teams and groups using a command structure. This means that you and your friends will play a part in bigger groups called a "Platoon" and "Company". The smallest unit is called a squad which consists of 6-10 players.

You will choose a squad-leader and a secondary squad leader. The squad leader will have leaders above him passing down information and missions during the game. It is important that you listen and follow the orders and directions from your squad leader or platoon leader. Most missions during the game will be platoon sized.

As soon as you arrive at your "Base-area" make sure your squad leader reports your presence to your "platoon leader". He can direct you where to sleep etc.

If you have problems with taking part in some duty or mission, remember to inform your squad leader about this. If you feel ill or tired, there is no shame in taking a rest and skipping a mission.

Going rouge or mutiny

Going rouge means ignoring missions and orders and just going around looking for airsoft fights on the map instead of helping your team, following orders and respecting your commander. In each game there are less military structured teams to choose from, often yellow or green/white fractions.

If you have chosen to play in a unit that has a military structure (normally like the big teams red and blue), you must follow your platoon or company commander's instructions and orders. If you feel that you only get boring assignments without action or basic answers, you should immediately talk to your commander offgame and try to solve the issue. Bring your own solutions to the table. If this does not work, talk to a GM and ask to be reassigned to another team.

Going rouge or ignoring the platoon leader's order to run out on your own missions can lead to you being forced to change teams to civilian/bandit units and get a warning from GM.

Officer markings

To help friendly players to identify their officers and to be able to add interesting missions to the enemy. We are using a mandatory officer marking system.

We will provide this to all officers Plt, Coy and Bat. However Squad Leaders are allowed to purchase their own marking by preorder or on site. Officer markings for squad leaders is not

a requirement.

This is the officer markings.

Officer Armbands	
Squadleader =	
Platoonleader =	
Company commander =	
Battalion commander =	

The marking must be put on the left arm or on the chest. It will have a velcro-side. The marking must be your team color in w 10 x h 4 cm. You must wear your officer marking at all times.

It is forbidden to steal, borrow or use an officer patch if you are not a commander with that rank. All officer patches shall be returned to Safe-zone HQ after the game.

Bases

Fuel and ammo depot (FAD)

You will be able to make a great deal of damage to your enemy's support and tactics by sneaking in and sabotaging their Fuel and Ammo depot that will be located in close proximity to their base. The FAD is placed close to the base as a target for base attacks, to add a valuable target for attacking the enemy base.

If you find this point it will be marked by ammo boxes and fuel containers. Successfully destroying a FAD does not only bring great advantage to your team but also great honor to the group that succeeds in this task!

Destroy the FAD by capturing it, push the button (same as on CPs) and hold for 30 mins, then push the button again.

The Fuel and Ammo depot can only be destroyed during 09:00 and 03:00, it will be off game at the same time as the base. From 03:00 to 09:00 you cannot go closer than 100m to an enemy FAD.

LARP elements

Taking captives

Confiscations

If a person is arrested or taken prisoner, their weapon will be confiscated. This is symbolized by making the weapon safe and tying a section of barrier red / orange tape round the barrel or body. The weapon and its accessories are retained by the owner, who carries it slung if possible. If the prisoner approves, others may carry the weapon: it should always be within the prisoner's sight. If the prisoner escapes or is released, they may not use their weapon until five minutes later. It is not allowed to take an enemy weapon to use. A prisoner cannot use knife kills but knockouts may still be used.

Searching a captive

If both players are willing to LARP, go ahead and search the captive. If any player gets uncomfortable, say "Offgame". Both parts must immediately stop and back off.

If you do not want to LARP, clearly say to the captive: "You are hereby searched."

The captive **MUST** comply and can not use any (hidden) weapon against his captors. Any hidden in-game materials like maps and codes etc **MUST** be handed over to the captors.

All electronic devices are considered encrypted and cannot be accessed, the prisoner can not be made to open the phone/GPS or any other electronic device.

Prisoners

Prisoners may be taken in-game, whether for arrests, prisoner exchanges, ransoms or information. However, there are strict rules to follow.

First the "prisoner" must agree to be taken "prisoner".

The "prisoner" can at any given moment decide to stop the ongoing larp situation by going off game.

Restraints like handcuffs, flexi-cuffs etc. that are securable/lockable are not allowed. The only restraints allowed are velcro-straps or breakable tape.

Hands must always be secured in front of the body; never behind. The person being captured must be able to release themselves easily off-game. Ask the prisoner if the restraints are too tight, If a prisoner escapes, they should be able to remove their restraints easily.

Prisoners being held in tents or buildings may not be restrained, for fire safety reasons.

Search of dead man walking

To prevent valuables from being removed from play while offgame or dead (wearing a deathrag), players wearing a deathrag may be searched for valuables while downed or on their way to respawn. You may not search dead players inside respawn.

Searching a tent/car/building

Players may search tents, vehicles, and buildings for in-game items.

A search may only be conducted when an opposing player is present. The player may be present in-game or offgame.

The search is performed by clearly stating: "This area is searched."

The search is resolved offgame. Any relevant in-game items (e.g. props, maps, keycards, in-game marked containers) must be handed over. Players must comply immediately.

Only clearly identifiable in-game items may be taken or used. Personal belongings may never be searched, moved, or handled.

The search must be conducted quickly and respectfully without causing damage or disorder to the area.

Game Masters / Trustees may supervise or resolve any disputes.

Calling game off

If you at any time feel uncomfortable, or if you want to break for any reason, simply say off-game. You then cease to exist in-game, and everyone around you continues as if you were not there. This is particularly intended for people who do not wish to be searched or restrained. If you call "game off", you must hand over any and all information you may have. It may not be used as a loophole to get past guards, it is not an invisibility cloak. If you have used the off-game rule you should immediately return to your Safe-zone and re-spawn. You can also use it to comment off game, if for instance you simply want the role playing toned down a bit.

Game on

If the game is for any reason called "game off", the call to resume is "game on".

Berget dollars

There is in-game money used during the game to buy wares, services and weapons for some units. This money has no value outside the game but is able to give players and their team an advantage in game. Some soldiers and weapons go to the highest bidder. All money is distributed by Berget before and during the game. During the game players might receive money if they are fighting for one of the conflict fractions or they might barter or sell intelligence to the highest bidder and in that fashion get their hands on the money. Anyone is free to plunder any fallen player of Berget-dollars or any other ingame items.

Money will look different from previous Berget games. Any attempts to counterfeit Berget-dollars and put them into circulation will lead to immediate ban.

Gold Bars

Gold bars are a highly valuable in-game currency and a critical asset for your team and commander.

One Berget gold bar weighs **6.25 kg (200 troy ounces)** and has a value of **1,000,000 Berget Dollars**.

Gold bars may be stolen from other players, looted from dead or downed players, bought, traded or given away, or captured during missions or robberies.

Searching & Confiscation

To prevent valuables from being removed from gameplay while off-game or while a player is dead wearing a dead-rag, the following applies:

- Players may be searched for valuables while downed and lying on the ground.
- Players may be searched while moving to respawn.
- All valuables such as gold bars, Berget Dollars and mission items must be handed over upon request.
- You may not search or confiscate any items inside a respawn area.

Storage Rules

Due to their high value and importance for gameplay, gold bars may only be stored in the following locations:

- On your person while in-game or in respawn.
- In your in-game vehicle while in-game or in respawn.
- In your HQ tent at your base.
- In designated in-game locations which is: trading station, casino or bank.

Gold bars may not be hidden or left off-game, buried or stored outside approved in-game systems.

Off-Game Handling (Night Rules)

When going off-game for the night, all gold bars must be stored in the HQ tent at your base. Failure to comply may result in confiscation or administrative action by Game Masters.

Game Area

The map

During the game you will have access to the online game map where you can follow game events and find your nearest target. Capture points, drops and other happenings will be visible on the real time updated map. You will be able to see who owns a capture point and if it is contested.

Off game areas

Some areas on the game area can be marked as “off game”, it can be due to restrictions from the land owners so please show respect and avoid those areas.

Capture points

Districts & capture points

A Capture Point (CP) is a totem/building or object within a district. Taking control of all Capture Points in a district gives you control of it. The one controlling a District receives all in-game advantages it may give you and you are able to respawn in the vicinity. Districts can only be taken over if at least one neighboring district is under control. Home bases count as districts and can never be taken over by opposing factions.

Berget Area Control System (B.A.C.S.) Berget Area Control System is a live digital GSM/Satellite system over watching the game area. It keeps track of which faction is controlling the CPs. B.A.C.S. will be available for all players with an internet connection and smartphone/laptop. There will also be a screen available in each base connected to the B.A.C.S.

How to take control of a Capture Point (CP)

These instructions will be posted next to the Capture Point during the game.

Claim

Inside the Capture Point you have to push a button with the color of your faction. This marks your presence in the area. (A signal will be sent to B.A.C.S to mark your presence publicly)

Verify

Then, you have to defend the Capture Point for 30 min and push the button again. It will light up to indicate 30 min has passed. When pushed for the second time, the Capture Point is yours! (A signal will be sent to B.A.C to update the area as Claimed.) NOTE! You have only 60 sec to verify, otherwise, the Capture Point goes back to Claim-mode.

Mark

When the button is pushed the second time the Capture Point is yours. You can now raise the flag if available on the position for your faction to visually mark this. At the same time, the Capture Point will be electronically marked with the verified team color.

Fortified positions

Some TP (tactical points) and SP (supply points) will be heavily fortified bunkers and can only be eliminated with the BAVS system or by shooting everyone inside. The Bunkers are constructed to be easily defended and the best way to eliminate everyone on the inside is to shoot the BAVS sensor on top of the bunker to simulate a penetrating hit killing everyone on the inside. We will use the same system as with the vehicles. Different objects and vehicles may be more or less hard to destroy.

Example

A penetrating hit is when the bunker has lost all its hit points. This message about the penetrating hit is enhanced by flashing lights and a long beeping sound. Upon getting this message all the players inside the bunker need to put on their death rags and exit the bunker towards their closest respawn. The bunker now needs to be recaptured to function. Players taking over the bunker need to hold down a button on the inside to successfully capture it. The bunker may not be used unless your team has captured it. The destruction and capturing of the bunker has been wirelessly monitored and gamemaster HQ will get the information by GSM transmitter.

Players killed inside a bunker by a penetrating hit cannot be healed by a medic and must proceed to respawn.

Explosives may not be used to take out a bunker and will have no effect.