

**OP BORDERLINE**

**WEAPON & CHRONO  
RULES**

# LASERS



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

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

A – No, it's still not legal.

Q – Can I use my 'eye-safe' IR laser?

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

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

A – Yes. It's not a laser

See Rule book for more information about lasers.



# Trim table

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



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## CQB

### Weapon class

Type of weapon

-Pistols, revolvers, SMG, Rifle  
-No snipers or LMGs

Fire mode

Single, burst and full auto

Maximum ROF (rate of fire)

25 bbs/sec at full auto

MED (Minimum engagement distance)

1 meter

Maximum joule

1.2J with 0.32bbs

Maximum bbs weight

0.32g

Magazines

- Extended pistol magazines allowed
- Low/Mid caps magazines allowed (maximum 130bbs loaded/magazine. If magazine have higher capacity, load max 130bbs)
- **NO** high cap or box magazines allowed, only spring feed.
- AR magazine or similar is **NOT** allowed to be used with pistols.

Night time rules

Single fire only during night time rules.



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## Weapon class

# ASSAULT

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



## Weapon class

# LMG Handheld/carried

Type of weapon

LMG (Light Machine Gun)

Fire mode

Burst and full auto

Maximum ROF (rate of fire)

25 bbs/sec at full auto

MED (Minimum engagement distance)

15 meter

Maximum joule

2.26J with 0.32bbs

Maximum bbs weight

0.32g

Magazines

High cap and box magazines allowed

Night time rules

Portable LMG is **NOT** allowed during night time game

Special weapon rules

All LMGs must have a 'real steel version' that is or has been used by any official military force. If the organizers are unsure that a weapon fulfills the requirement, the player has to provide proof with pictures and/or text with reference that the actual gun is or has been used by an official military force. It's not allowed to have shorter barrel than the original gun or other major modifications.

Allowed LMGs, example

M249, M60, Minigun, MG42, PKM, RPK....

Not allowed LMGs, example


Krytac Trident LMG, H&K M27, M16, Stoner 96 LMG....



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## Weapon Class

# LMG Mounted to vehicle

Type of weapon	LMG (Light Machine Gun)	
Fire mode	Burst and full auto	
Maximum ROF (rate of fire)	25 bbs/sec at full auto	
MED (Minimum engagement distance)	15 meter	
Maximum joule	2.26J with 0.32bbs	
Maximum bbs weight	0.32g	
Magazines	High cap and Box magazines allowed	
Night time rules	Guns in this class are allowed to be used during night time if they are fitted with a search light with minimum 800 Lumen that is permanently turned on when a player is operating the gun.	
Special weapon rules	<ul style="list-style-type: none"><li>-All LMGs must have a 'real steel version' that is or has been used by any official military force. If the organizers are unsure that a weapon fulfills the requirement, the player has to provide proof with pictures or text with reference that the actual gun is or has been used by an official military force.</li><li>-It's not allowed to have shorter barrel than the original gun or other major modifications.</li><li>-Remote controlled guns have to be preapproved by organizer</li></ul>	
Allowed LMGs, example	M249, M60, Minigun, MG42, PKM, RPK....	
Not allowed LMGs, example	Krytac Trident LMG, H&K M27, M16, Stoner 96 LMG....	



## Weapon class

# DMR

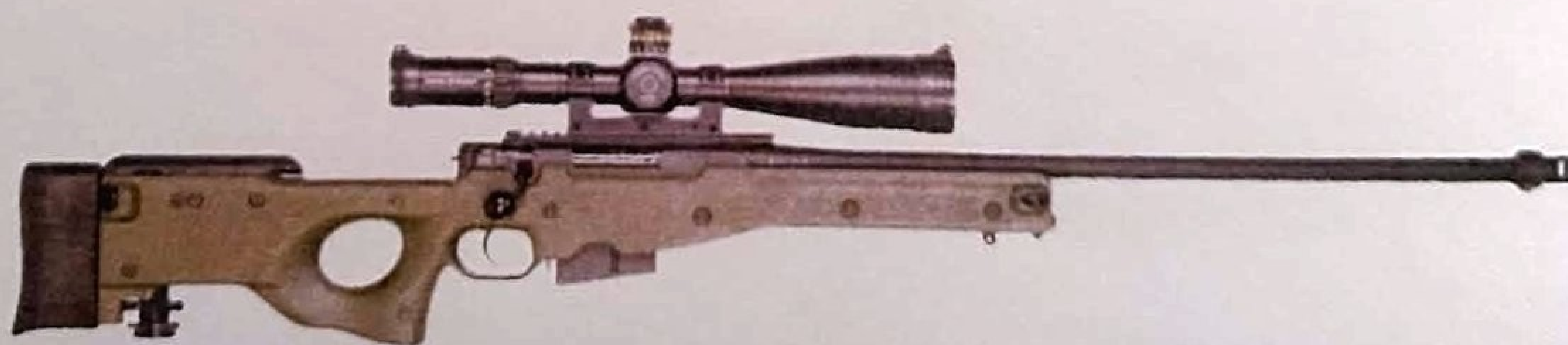
Type of weapon	DMR (Designated Marksmen Rifle)
Fire mode	Semi only. Must be locked mechanically or electronically to Semi only.
Maximum ROF (rate of fire)	Maximum 2 bbs in the air at the same time.
MED (Minimum engagement distance)	20 meter
Maximum joule	2.26J with 0.45 bbs
Maximum bbs weight	0.46g
Magazines	All magazines allowed except high cap/box mag.
Night time rules	DMR is NOT allowed during night time game
Special weapon rules	<ul style="list-style-type: none"><li>- Must be fitted with a scope capable of x3 zoom or more (example minimum 1x-3x zoom, fixed 3x, 2x-6x...)</li><li>- The outer barrel must be minimum 500mm long measured from the front of the magazine to the end of the barrel/silencer <b>OR</b> the rifle have a real steal version that have other dimensions.</li><li>- Real world version of the rifle must have minimum 5.56 rifle ammo. (Example 9mm EVO can't be DMR)</li></ul>
Other rules	The player must carry minimum one additional gun in class CQB or ASSAULT class, for example pistol.



## Weapon category

# SNIPER A/B

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





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# Chrono

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



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



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

# BBs



All bbs should be 'BIO'



All colors of bbs and tracers are allowed



BIOVAL bbs are NOT approved



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



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