

Frontline Milsim Equipment Checklist

We've compiled this list to help players.

Please note some items are optional, but the better prepared you are ready the better your experience will be. Players are expected to bring **ALL** their gear, including food and hydration, onto the field for the duration of the event.

Lunch will not be provided.

Returning to vehicles for any reason, other than serious emergencies, hurts your teams chances of completing objectives and **WILL result in dismissal from the event.**

1. Be prepared to have fun and bring a good attitude. This is not a competition, its an experience.
2. Get a good nights sleep beforehand.
3. BE ON TIME!

Mandatory (staff will check at inspection):

- ANSI-rated or better eye protection
- Dead rag
- Red Dead Light (for night ops) or chem light*
- Watch (required to time bleed out and re-spawn)
- Marker/pen/pencil & notebook
- FRS capable radio
- Snack / Food / MRE
- Spare socks

For your convenience and game prep:

Clothing Checklist:

- Battle Dress Uniform (BDU)
- Hat/Cover
- Combat boots
- Belt
- Face protection (recommended)
- Gloves (recommended)
- Knee and elbow pads
- Neck scarves/protectors

Field Gear Checklist:

- Web Gear / Tac Vest
- Hydration system (preferred), or water.
- Spare batteries for all electronics (radios, flashlights, red dots, etc)
- 1st Aid kit
- Compass
- Insect repellent

- Sun screen

Weapons & Ammo:

- Primary and magazines
- Secondary (Recommended)
- Sidearm and magazines
- optics, etc.
- Weapon Sling
- Holster for sidearm
- BB's of your desired weight
- BB loader(s)
- Batteries for all guns
- Spare Batteries for all guns
- Battery connector adaptors
- Gas for guns
- Gun maintenance kit (tools, silicone spray, cleaning rod, etc)
- * - Dead lights can be purchased at any hardware store, sporting goods stores, camping supply stores, ebay, amazon etc.