

## Welcome to Player Letter 2

If you haven't read Player Letter 1, it's important that you do so, you find it as a document at: [Player Letter 1](#)

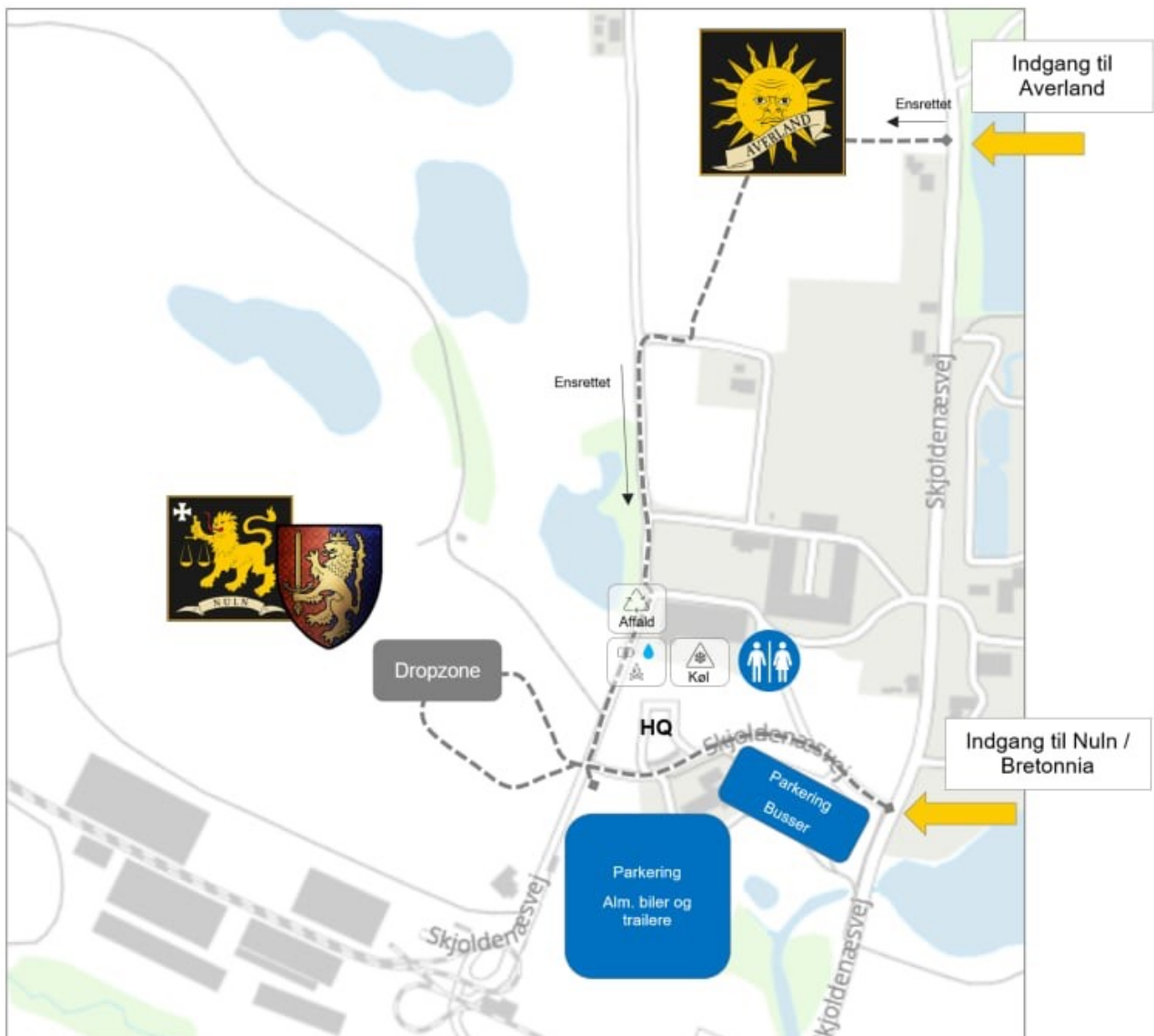
Remember that you can find a lot of important information about practical matters and logistics here: <https://krigslive21.dk/praktisk-info/>

## Arrival

On the map below, you can see directions, camps, parking, etc.

Please note that there are two different entrances to the area, depending on whether you are going to Averland or Nuln-Brettonnia.

We will share a video of the access road before Krigslive.



**IMPORTANT:** Before entering the area, every car must have a note clearly visible in the windshield with [Name + Mobile Number + Unit + Army side]. Prepare it at home so it is ready upon arrival. Leave the note in the windshield throughout the event.

When driving into the area, please drive slowly to help protect the area.

There are drop-off zones at Nuln-Brettonnia, at Averland you drop-off at your camp site. You may unload your car in these zones. Once unloaded, the car must be moved immediately. Many people need access, so please place your gear in a way that causes as little obstruction as possible and remove it quickly.

Krigslive Crew wear red caps. If you need help, look for a red hat. Please follow their instructions.

The map can be downloaded here: [In-game kort Krigslive 2026](#)

## In-game Map

We have had a great in-game map designed. Maps will not be distributed to units this year. If you want to print one yourself, it can be downloaded in A3 format here: <https://krigslive21.dk/english/>

## Parking

There are two parking areas:

- Cars, vans, and trailers must park in the large grass parking area.
- Buses must park in the gravel parking area.

**IMPORTANT:** It is strictly forbidden to park anywhere other than the two designated parking areas.

## Wristbands

Wristbands for each unit will be packed in advance. They will be handed out to unit leaders during the unit leader meeting on Thursday at 10:00.

The wristband must be worn throughout Krigslive. If your wristband breaks, bring it to HQ to exchange it for a new one.

- **Red wristbands** = Participants and crew under the age of 18
- **Yellow wristbands** = Participants and crew over the age of 18
- **Gold wristbands** = Staff and organizers

## Rules of Conduct

To comply with municipal guidelines, we have published a new document: [Bilag 1. Ordensregler Krigslive](#)

It's in Danish, we will go through it at the briefings on site.

## Safety

It is important that everyone has a basic understanding of safety at Krigslive.

First aid responders will be stationed at the support point.

Read everything here: [first aid at Krigslive](#)

## Fire and Gas Burners

Rules regarding fire pits, open flames, and gas burners can be found under practical info: <https://krigslive21.dk/praktisk-info/>

Please get in touch if you have questions.

Failure to comply could result in the authorities shutting down the event.

**IMPORTANT:** All fire pits/gas grills must have a fire extinguisher.

**IMPORTANT:** Fire inspections will be conducted during Krigslive.

## Digging Prohibited

This year it is forbidden to dig in the ground, whether for fire pits or drainage trenches.

As the area is a former golf course, drainage systems are in place, so we expect no issues with swampy ground.

## Waste

We sort waste into metal, glass, and residual waste.

Please sort waste in your camp. Transparent garbage bags must be used. You must bring your own garbage bags and liners.

There are “containers” at the support point.

In 2025 we had to spend many volunteer hours re-sorting waste, and we still received a large extra bill because participants had not sorted correctly. We are not a local pop-up recycling station, so anything resembling bulky waste—punctured air mattresses, packaging from the 10 new helmets you bought, etc.—must be taken home by you.

**IMPORTANT:** Furniture, all forms of building materials, bulky waste, batteries, and pressurized containers (hairspray, deodorant, gas canisters) must be taken home and disposed of by participants themselves.

## Partnership with Epic Armoury

We have entered into a partnership agreement with Epic Armoury. It is a two-year agreement covering Krigslive XX (2025) and Krigslive XXI (2026).

As part of the agreement, Krigslive receives new tents and equipment, among other things. These will be owned by Bifrost and passed on to the new organizers after 2026.

As part of the agreement, Epic Armoury will participate with a unit at Krigslive XXI. Epic Armoury will also have photographers present at Krigslive XXI (2026). Epic Armoury complies with all laws and regulations regarding photos taken in public spaces and will not use photos where people are easily recognizable. If questions should arise, you are always welcome to contact Epic Armoury at [info@epicarmoury.com](mailto:info@epicarmoury.com).

Read more about our photo and video rules here: <https://krigslive21.dk/betingelser/> (in Danish)

## Guided Tours for Guests

On Friday May 15 and Saturday May 16, guests can join a guided tour around the area. Both days begin at 14:30.

Read more here: <https://krigslive21.dk/besog/>

We ask that guests do not enter the area at other times unless they are personal guests of a participant. Rules for personal guests can be found under: <https://krigslive21.dk/praktisk-info/>

## Roleplay Involving Euphoric Substances

We have become aware that some units and participants enjoy roleplaying characters using mind-altering substances.

To help enforce our policy regarding off-game euphoric substances, it is not permitted to roleplay with in-game euphoric substances that resemble real off-game substances, such as white powder.

If this is a type of roleplay you want to engage in, we encourage using licorice root as a prop for “Weirdroot,” which is established in Warhammer lore as a form of morphine.

# Gate Play and Visiting the Enemy Camp

We are at war, not on maneuvers!

We want the enemy camp to feel like a place you do not casually enter. There are walls and gates serving as entrances to each camp. The only in-game way in and out of camps is through the gate.

The only reason to enter the enemy camp off-game is for an off-game errand.

As a player, you should expect to stand gate guard at some point. Play along and help make the game fun. It is okay to be fooled by a disguise, a forged letter, or bribery.

At the same time, we encourage people not to visit the enemy camp just to hang out. Instead, go meet your neighbors in your own camp and get to know them better.

You can read more about gate duty and camp infiltration in the Game and Setting document on page 13: <https://krigslive21.dk/setting/> (in Danish)

## Afterparty

The afterparty will be held at the support point.

It begins at 21:00–22:00 with a beer pong tournament. We have beer pong equipment available to borrow use, bring your own table and drinks. If you have unfinished business with another unit, you can settle it at the afterparty beer pong tournament if it wasn't resolved during Krigslive.

From 22:00 onward there will be a dance floor and general partying. Bring your own chair/bench if your feet are sore after battle.

The party ends at 02:00.

**IMPORTANT:** Drinks will not be sold at the afterparty, so bring your own. Feel free to bring your own tables, benches, and chairs as well.

**IMPORTANT:** In case of rain, we have limited covered space.

## Theft and Insurance

**IMPORTANT:** The only two things that may be stolen in-game at Krigslive are in-game currency and holy relics from the two staffs.

Although we have rented the event grounds, we cannot guarantee civilians will not pass through. We encourage you not to leave valuables in cars or electronics charging unattended.

All items brought to the event are at your own risk, and your own insurance must cover any damage or loss.

Read more about lost and found under practical information.

# Published Documents

List of published documents:

In English:

- [KL21 – Combat Rules – English – v 2.4](#)
- [KL21 – Change Log for combat rules – v 2.4](#)
- [KL21 – The Battle Plan – English – v.2.6](#)
- [KL21 – Code of Conduct – English – v.3.6](#)
- [first aid at Krigslive](#)

In Danish:

- Information for Trusted Contacts KL21, 2026 / [Information til tillidspersoner KL21, 2026](#)
- Appendix 1. Rules of Conduct\_Krigslive / [Bilag 1. Ordensregler\\_Krigslive](#)
- General Staff Handbook ver. 2.4 / [Generalstabens Håndbog ver. 2.4](#)
- KL21 – Game and Setting – Danish – v1.2 / [KL21 – Spil og Setting – Dansk – v.1.2](#)