

EQUIPMENT LIST FOR FIRST TIMER IN TSTOS EVENT

This list is based on years of experience from large airsoft games and from the military. It is not the only list that works and answers everything, but it helps you participating to TSTOS event, especially if you are a newcomer.

It also helps you when you are packing for the event, so you won't forget anything.

We have sorted equipment in "lines" which is widely used in all military guides.

There is also helpful tips after each equipment. Main rule is that all of the equipment you bring, you should try out before the event, so you can see that it works and fits. It is not fun to go home because of bad preparation or because your equipment is not working.

In the end of the list, there are also some pros and cons about different gear options when sleeping outside.

Star marked (*) ones are optional equipment.

First line (or Line A) is all the equipment that you should carry with you "all the time".

Our tips

Driving license, ID-card or passport

Cash
Card payment is available, but it's not always 100% reliable

Your personal medicine

Also remember to tell your friends if you have some special disease which they should know about

Mobile phone with working (prepaid) sim, some cover for phone and some kind of power bank.

You need phone in the field to use our status.ehasa.org -flag monitor, using your factions whatsapp chats, our tstosnews.ehasa.org ingame news website, other of our websites and for emergency situations. Finnish emergency number is 112. We also recommend you to download the "112 Suomi" mobile app, because it automatically transmits your location to emergency services, when you call through the app. Because airsoft is rough sport, have some cover for your phone and place it in a safe place on your equipment (ex. zipper pocket in upper arm or safe place in your battle vest/plate carrier)

Headgear. These are not limited to your factions camouflage rules but using enemy camouflage always increases your chance to becoming shot by friendlies.

Boonie or patrol cap

Scarf for neck

Something like neck tube (aka "buff") works well

Helmet and its accessories*

Using neck tube under helmet might feel more comfortable when using helmet for long periods of time

Clothing

Camouflage jacket or Combat shirt

Even if you use a combat shirt during hot weather, you should use moisture transferring t-shirt under it. This way you won't get cold when the moisture can't escape under your clothing.

Camouflage trousers

Kneepads*

Poor kneepads are not comfy to keep at all. We recommend Alta or Arc'teryx knee pads if you want something you can wear on top of your trousers. If your trousers have options for soft or hard kneepads that are integrated to the trousers - use them, they are usually better.

Belt for trousers

Base layer set, T-shirt and boxers or long sleeve and long johns if less than +10C.

Made from moisture transferring material. Like example merino wool or polyester. Don't use cotton.

Socks

One trick for avoiding blisters is to use two layers of socks. They can be both thin or the top one can be thicker. Use same materials as with the base layer set. Remember to change your socks at least once a day or even twice.

Footwear

For first timers in the Finnish nature we recommend mid or high arm combat boots with membrane. Low arm "hiking sneakers", boots with zipper closure or without membrane are not recommended except for those who know what they are doing. Even Wellingtons are better than nothing, if you know how to use them right way. Before coming to our event, always make break-in with your boots by walking from at least 10 to 25km with them. In TSTOS, you might walk close to 40 or 50km during the whole event.

Gloves. These are not limited to your factions camouflage rules but using enemy camouflage always increases your chance to become shot by your own side.

Combat gloves

Even 1€ garden gloves are better than nothing. Longer sleeves protect you better from nature.

Thin under gloves*

Used under combat gloves. Made of wool, merino wool or polyester, these gloves are used when temperature is dropping or it is raining, but you don't want to use your thicker combat gloves yet.

Other equipment that you should always wear with you.

2 pieces of arm band with the colour of your faction and with your personal ID number on both of them.

Ehasa has 5cm wide velcro arm band for sale. Price is 5€ per arm band. You can buy them when you register, on kauppa.ehasa.org webshop or from the gamearea. You will find your personal ID from your registering email and you can write it in your arm band with white or black permanent marker.

Medic, Pioneer or Anti-tank patch*

If you wish to play in one of these roles, you need to buy patch from ehasa (5€) or make your own which applies with the rules. In your squad there can't be more than one player playing each role at the same time, (squad is around from 4 to 15 players strong group) but you can change roles inside your squad when respawning.

Squad leader, Platoon leader, Company leader or Battalion leader patch*

Squad leader patch is optional and can be bought during registration, from kauppa.ehasa.org webshop or on the gamesite. Other leader patches are also sold but Ehasa gives faction HQ a limited amount of these patches for use during the game. 1 patch is given to each platoon leader, 2 for every company leader and HQ staff member and 3 for Battalion leaders. After the game everyone of these higher roles can keep one patch for themselves as gift and for later use. Extra ones are given back to HQ and Ehasa.

Deathrag

Mandatory equipment in our event. With this you show for others that you are wounded or dead. Needs to be **ORANGE, not red or yellow**. Ehasa is selling deathrags in a form of a neck tube for price of 5 euros during registering, on kauppa.ehasa.org webshop and on the gamesite.

Headlamp

Headlamp with dim and bright white light. Prefe using ones with AA or AAA cells.

Red light or red light stick*

Emergency light or deathrag for dark hours, can be built in on your headlamp.

Map of game area

Ehasa sells rip and water proof map in around A4 size for 5€ during registration, on kauppa.ehasa.org webshop and on the gamesite. **You can also print your own map from our website.** Our maps do not have supply- or capture points marked as their location will change during the game and you are expected to follow their status on status.ehasa.org flag monitor.

Compass

Even if you would not be the best navigator, basic compass can save your or someone else's life (or at least legs from extra walking) when lost in the big game area.

Watch

Mobile phones have a watch, but you might want to save your battery or not want to bring it up all the time so basic digital or analog watch is good enough for looking time for respawn, healing and (dis)arming anti-tank mines. Smartwatches have more features, but remember that recharging them is not easy when you're on the field.

Note-taking equipment

Pencil is always better than ballpoint pen. "Write in the rain" type of paper also works when it rains.

Small food/snack in your pockets

This can be anything that you like, gives you good nutritive substances and is not easily broken when carried in pockets.

Safety glasses

Only approved safety goggles/masks (military grade and tested airsoft) are allowed in the event. No "rocket glasses", poor airsoft goggles or "working goggles". Eye protection should be worn at all times during the game. Through the link you will see a reminder from TSTOS17 event: these were "tested working goggles" used by a experienced airsoft, but they still failed during the game. Luckily he did not get any permanent damage.

Extra AA/AAA/CR cells*

For your headlamp, flashlight or any other battery powered device you use.

Second line (or Line B) is your fighting equipment.

Our tips

Weaponry. Prefer weaponry that you can really trust. Test your guns before the event. CO2 and gas do work in end of the summer in Finland, but gas won't be reliable when temperatures drop under +15 degrees celcius.

Main weapon (and its extra accessories*)

Spare weapon*

It is recommended to bring spare airsoft gun, in case your main weapon has a malfunctions and cannot be repaired on the field. Especially for bigger groups one spare weapon per two to three players should be enough, limiting you from the carrying of unnecessary spare weapons.

Magazines for main weapon

Magazine sizes are limited as listed: For support weapons, there are no limitations if the magazine resembles a box or a drum magazine. In case the magazine being used in a support weapon is a regular looking magazine, it is limited to 100 bb's/magazine. Semi- or bolt action sniper rifles are limited to 30 bb's/magazine. Everything else (e.g. assault rifles, sub machine guns etc.) is limited to 100 bb's/magazine.

Magazines for spare weapon*

1 to 4 batteries for your main (and spare) weapon*

Prefer LiPo batteries. Having more batteries is better, because the options to charge your batteries on main base are limited. You can charge your batteries on game master area aswell.

High Pressure Air equipment*

HPA guns needs to have tournament lock! You can buy them from our partner shops on gamearea. Our partners also offer HPA bottle refilling at game master area.

Gun light and its parts*

Weapon sights and its parts*

Red dot, short dot or any magnifying optic can give you a small advantage in airsoft. Remember that semi-automatic sniper rifles between 1,7-2,5 J velocity must be equipped with a magnifying optic.

Ehasa ry

Gun sling*	In longer events your arms do get tired rather quickly from carrying your main weapon. A gun sling is recommended. There is 1-point, 2-point and 3-point sling options which all do have their pros and cons. We prefer hybrid 1/2-point slings which can be transferred quickly according to your need.
Side arm (pistol)*	Owners of weapons over 1.7 J must have a secondary weapon (preferably less than 1 J) for close quarters combat. HQ personnel might not even need a main weapon or even weapon at all in the game because main bases are offgame areas.
Side arm magazines*	
Side arm accessories*	
Load bearing equipment. These are not limited to your factions camouflage rules but using enemy camouflage always increases your chance to becoming shot by friendlies.	There is tons of different kind of load bearing equipment. Just make sure to test your own equipment before coming to the event. Small abrasion in weekend game will be pain in the ass in TSTOS type long event.
Battle vest, Chestrig or Plate Carrier and its pockets(*)	If you are trying airsoft for the first times, you can easily come with a small backpack and carry all magazines etc. in your combat uniform pockets.
Battle belt and its pockets*	
Pistol holster*	
Water	Always carry water from one to three liters with you on the field.
Backpack. In long events like TSTOS, it is preferred to carry somekind of backpack with you. With well packed backpack, you are able to play on the field for longer (even +12h) before needing to visit the main base.	
Small Backpack	If you are coming as a team, you can carry a little more stuff with fewer bigger backpacks, by planning your logistics well.
Water	You should always have atleast five liters of water with you for 1 day time. There is water stations and wells outspread in the gamearea and they also are marked on status. ehasa.org-website.
Hydration reservoir*	Cheap ones which might broke easily are not good. With spending only about 35€ you will get one which will almost last for the rest of your life. We recommend Source and Camelback products.
Recovery drink	This can be anything you like, which gives you good nutritive substances and is easily carried with you. You can have separate waterbottle this but do not put it on your hydration reservoir because these usually are harder to clean after use, than water.
Rainjacket and -trousers*	These are not limited to your factions camouflage rules but using enemy camouflage always increases your chance of becoming shot by your own side. Rain poncho might not be good enough in wet finnish forests, so we don't recommend those. If you want to save grams from your load, you can leave jacket or trousers out according to current weather.
Woolly hat	Finnish summer nights can be cold and wet. We recommend having also a warm option for a headgear, whether in the field or sleeping in a sleeping bag. (Green, camouflage or any non-bright color) Woolly hats made from wool, merino wool, fleece or polyester are all good options.
Thicker combat gloves*	When it rains or nights are cold and wet, you really want to keep your hands warm. You can achieve this by using thin gloves under your combat gloves or by having separate thicker combat gloves. Having dry spare gloves with you in your backpack is also a really good choice.
One full meal	If you can have meals which don't need field stoves (e.g. Hot Pack or MRE) you should always prefer carrying them.
Spoon-fork	MRE's usually don't come with cutlery, so it's recommended to carry something that can be washed and used multiple times.
Field stove and its equipment*	If it is necessary for you to bring a field stove with you, it is recommended that you share it with two to three players to save space for additional gear while on the field.
Matches	You never know when you need to build a fire. If you don't have storm matches or something similar, it is recommended to atleast pack your matches inside a minigrip bag. Remember that making open fire (stove is not a open fire) is only allowed in separately build and isolated fireplaces. If you are unsure, whether it is ok to build a fire somewhere, you should always consult a game master first!
Small food/snack	This can be anything that you like, gives you good nutritive substances and is not easily broken when carried in pockets.
Radio equipment. You may use your own VHF/UHF/PMR446- radios so bring one with you, if you have them. Because the game area is big, it is recommended to carry a GSM phone aswell, so you can communicate and follow the status. ehasa.org website. GSM phones should be also carried, so that you are able to call for help in the case of an emergency. Every faction will plan their own communication network together with the game masters. Radio intelligence is not restricted but interference is prohibited.	
Radio*	Most used one among the players is Baofeng UV-5R.
Extra batteries/cells*	Depening on the rate of use, one normal battery is not probably enough for whole event.
Headset(s)*	Cheaper (airsoft) headsets happen to broke easily after time or when in wet conditions. If you are truly in this sport, you might have a headset that costs hundreds of euros, but before that even a cheaper headset is better than nothing.
Longer antenna*	Some radios (like Baofeng) have a possibility for adding longer "march" antennas. They add some range to your radio. Use flexible ones.
Connectors*	Some headsets or antennas might need connectors for your radio. With separate cable connectors you can also have your "march antenna" in your packbag, while the radio itself is in the side or front of your load bearing equipment making it easier to be carried and used.
Other stuff you should carry in your load bearing equipment or in a backpack	
Magazine reloader(s)	
Extra bb's	In addition to the magazines you are carrying, you can also carry 1200 bb's (players using a support weapon 5000 bb's) in bags/bb loaders. You can restock bb's at your base. Biodegradable bb's are mandatory.
Mouthguards or Mesh mask(*)	Losing your teeth is not fun in airsoft and could cost you a lot in dents bills. Your insurance also might not cover teeth injuries. Luckily there is lots of options for covering your teeth and face. Some examples are mesh masks that can be added to helmets and mouthpieces seen in hockey.
Insect repellent	If you are buying this stuff from Finland, orange or even red colored "Off" brand is most common. There is also repellent disks meant to be burned, which are really good in camp use.
Mosquito net*	For those who hate mosquitos and other insects
Blister bandage, talc and petrolatum jelly	If you are having blisters on you feet or abrasions in the groin, you can use these to make your life a bit easier. Usually using them before getting blisters and abrasions helps more than using them after getting hurt.
Third line (or Line C) is your basecamp equipment Our tips	
Rucksack(s) and Bag(s)	To carry all the gear you have, also even Second (B) and some of the First (A) line gear before getting to gamearea.
Water cover for rucksack(s) and bag(s)*	Can be also light tarp or even bin bag.
Clothing:	
Civilian clothing	For your trip to gamearea and back to home.
Swim suit*	There is many lakes and many saunas in our gamearea which you can use. But don't be surprised if many finns are naked in sauna. It is natural part of finnish sauna culture and it is okay if you want to use swim suit.
Lightweight shoes	Highly recommended when enjoying time in mainbase. These can be "cros" or low arm hiking sneakers which will then also act as your reserve shoes.
Spare gloves	Nobody likes that feeling when all your gloves are wet and you don't have any spare when others are drying.
Socks	One to two pairs per day. One tip is to use two socks overlapping to prevent blisters. They can be both thin or the top one can be thicker. Use same materials as with base layer set (ex. wool, merino wool, polyester)
Spare scarf for neck	Example tube scarf aka "buff". Using tube scarf under the helmet might feel better, especially in warm weather when the helmet is used for a long time. We recommend taking atleast 2 to allow the wet ones to dry.
1-3x Spare base layer set	T-shirt and boxers. Made from moisture transferring material. Example merino wool or polyester. Don't use cotton. If you need to save space and grams on your equipment, use only one spare set by changing set daily and drying the other set (for that we recommend merino wool due to the properties of the fabric).
1-3x Spare long sleeve and long johns	Made from moisture transferring material. Example merino wool or polyester. Don't use cotton. If you need to save space and grams on your equipment, use only one spare set by changing set daily and drying the other set (for that we recommend merino wool due to the properties of the fabric).
1-2x Mid layer set	Thicker long sleeve and long johns which will keep you warm during cold night (when sleeping) and in field. Can be made from example fleece, wool, merino wool or polyester. Don't use cotton.
Camping equipment. Players accomodate themselves in their own tents at the bases, next to the civilian village or at a location seperately discussed beforehand with the game masters. All accomodation tents are offgame. It is allowed for civilians to use buildings as accomodation, but in this case the player should clearly mark that the building is offgame with clear markings. This should also be dealt beforehand with the game masters. Players are not allowed to use offgame areas as places to hide and/or shoot outside from them, also shooting inside an offgame area is forbidden. To eliminate a player inside an offgame area you simply just need to notify the player inside the area that they are eliminated after with the person/s have to equip their death rags.	
Sleeping mat	What thicker, the better. Can be also durable air mattresses.
Sleeping bag (Comfort -10C type)	Summer sleeping bags (Comfort +5C to -5C) are usually cold in finnish summer. Prefer "3 season" bags which have their temperature recommendations comfort usually somewhere -5C to -15C. Or use two summer sleeping bags together.
Bivy bag*	If you expect that your sleeping bag might get wet from rain, water resistant and moisture transferring bivy bag helps you out.

Hammock and its cover*	Some people like hammocks, some don't. Test those before coming to event. Remember still have sleeping mat under sleeping bag and have somekind of tarp cover which under you can sleep. Also remember to think where you will store your equipment for night and where you dry your wet gear.
Tent bed*	If you are sleeping in big (military style) tent tent bed is the best thing to take with you. You can store stuff under it. Remember to take still good sleeping mat so you won't get cold. Note the possible weight limit of the bed. Some also make a lot of noise when moving in them (usually those which can take 150kg person).
(Civilian outdoor) tent*	Game master are not offering any tents to players so you need to bring your own one. Civilian tents are okay, just remember to plan where you store your equipment.
Pillow*	What ever sleeping place you have, good pillow from home with not so important cover is your best friend in long event. Okay, you can also make "pillow" from your clothes.
Big mosquito net*	If you hate mosquitos, you want to have bigger net over your sleeping place. You can also change your clothes then under it.
Earplugs	If you hate others snoring or voices when you try to sleep, use earplugs. Active game is on between 8am to 2am and there will be moving loud vehicles and people around mainbase so you might need some peace.
Blinkers	You can laugh at my pink blinkers, but if you like to sleep in dark, using neck tube, blinkers or even just woolly hat in front of your eyes helps you to fall asleep.
<i>Other equipment, some of these you can split among your team</i>	
Waterproof bag or plastic bags	For storing your spare clothes
Toilet paper	We have toilet paper in our outdoor WC and bajamajas but they sometimes can run out of paper (HQ will have paper in their tent) or you just like your own paper more. Handy also for other stuff where toilet paper would work usually.
Extra AA/AAA/CR cells*	Those extra which you won't carry on you first (A) line. For your headlamp or light or any other device you use.
Spare matches	Pack in small minigrp bag at least. Remember that making open fire (camp cooker is not open fire) is only allowed in marked areas and isolated fireplaces near huts etc.
Carabiners*	Handy for drying stuff or hanging stuff in rope. Or hang gloves in load bearing equipment.
Tapes*	Electronic tape and good duct tape. Example to use in prisoner situations as rules state <i>"If a player is taken as a prisoner, his weapon can be confiscated if he's fine with it. If the player grabs the weapon back, he can use it. Another option is to wrap colored tape (ex. red) around the barrel to mark the weapon as confiscated."</i>
Rope*	Paracord or any else rope according to the need.
Cable tie*	Handy for securing equipment or any use. Remember that according the rules <i>"a captured player can be "tied up" with a cable tie that lacks the locking tongue. The zip tie can be used only with the player's own permission and the hands must be "tied" to the front. The player must be able to remove the cable tie by himself."</i>
Shovel*	It is recommended to shovel small trench around your tent/sleeping place to stop water from coming in your sleeping area.
Clear lens spare safety goggles	Even the mainbases are offgame, people are using their weaponry there and safety rules apply. But when sleeping, you should not need to have reason wearing them. These can be example ballistic glasses which are more comfortable and act as your spare goggles.
Enough Bio bb's for all of your guns	What is enough? Depends on yourself but normal active experienced infranty grunt has been okay with +6000 bb's so two or three bags should be enough. If you run out of bb's or you don't want to carry bb's from home etc you can buy them at game master area from our partners during their opening hours.
Gun bag or even just big black garbage pack	It is forbidden by law to carry airsoft weapons in public in Finland.
Towel	There are many lakes and saunas in gamearea and we will try to get cold showers in mainbases. Prefer those which dry quickly and are small size.
Hygiene stuff	All hygiene stuff you think you might need. Razor blade, shave foam/gel, deodorant, comb, shower shampoo, nail scissors, cotton bud, toothbrush, toothpaste, tampons, etc.
Eye glasses, contact lenses and their equipment	We also recomment to carry cleaning equipments for those.
<i>Water, for last time</i>	
Waterbottle	For having one liter waterbottle always full in mainbase you can make your food with it and if quick departure to field comes, your water in your load bearing equipment won't be empty because of that.
Recovery drink	Anything which you like, gives you energy and helps your body hydrate. it's also easy to carry with you. You can by recovery drink powder from the game master area.
<i>Food. Remember that Ehasa grill is serving meal tickets and fast food, also with transport to main bases, but don't only trust on them. Make sure you have enough to eat for every day. It should be something from 2000-3000kcal for day what you at least need.</i>	
At least 2 full meals for day	Prefer "hot water in bag, wait and enjoy" type of food. Less need to clean your stove. Before eating Hot Pack or MRE, try them out at home so you see what you stomach likes about them. You can also use Ehasa grill services either per meal or by full meal ticket.
Dried fruits*	Gives you great energy.
Dried meat*	Easy fast snack.
A little bit of candy or chocolate*	For those situations when motivation booster is needed.
Raisins*	Because why not
Salted nuts*	But remeber also to drink water with salted nuts
Energy bars*	Gives you great energy.
Caffeine in some way	For those of you who can't live without it. If you have not tasted yet Scho-Ka-Kola, you should try it out! Our partners have it on sale at gamemaster area. If you prefer normal coffee, you can buy it from the game master area.
etc....	

This is the end of our list. We hope that it was helpfull for you. If you want to give feedback for us, give it in our player inquiry at the same time when you are answering other questions (clicking this will open you the link)