



# WELLINGTON MILSIM AIRSOFT

## WEAPON FPS / JOULE LIMITS

### CQB Class

No M.E.D

Full Auto is allowed only when using Mid or Low Caps

Any weapons under 350fps / 1.14J are considered sidearms, these are often handguns.



### Assault Class

10m M.E.D

This class is between 350-420fps / 1.64J's

Full Auto is allowed only when using Mid or Low Caps

This can be anything such as Assault Rifles, Sub-Machine Guns and Shotguns



### Support Class

*Intermediate Machine Gun*

20m M.E.D if above 420fps

LMG/GPMG, maximum 450FPS / 1.88J's



*General Purpose Machine Gun*

20m M.E.D

LMG/GPMG over 6.5kg, maximum 500FPS / 2.32J's



### DMR Class

20m M.E.D

*Battle Rifle*

Can be any rifle up between 420fps and 450fps / 1.88J's

*DMR*

Any rifle up to 500fps / 2.32J's

Barrel length must be no less than 500mm

Must have a variable scope, Magazines are limited to 100 rounds



### Sniper Class

20m M.E.D

Bolt action, single action: Maximum 600fps / 3.34J's



**UNDER 350FPS**  
NO MINIMUM ENGAGEMENT  
DISTANCE

**351-420FPS**  
10M MINIMUM ENGAGEMENT  
DISTANCE

**421-600FPS**  
20M MINIMUM ENGAGEMENT  
DISTANCE

*Notes:*

*DMR classes are restricted to semi-auto only (FA may still be selectable for clearing jams)*

*If you are using any weapon over 420fps, you are required to have a sidearm.*

*Any class over 350fps requires membership to an ASNZ recognised club, or Committee/RSO Approval.*