GAME RULES

IMPORTANT! PLEASE READ:

When you check-in have your COMPLETED WAIVER with you to receive your ID tag, medic card and wristband.

EVENT PAINT ONLY!

Everyone MUST have a WRISTBAND, ID tag, and hopper or arm-band tape on them to play.

If you lose your ID tag or wristband, please report to the check-in window. Your wristband is proof of payment. If your wristband is lost, you will be asked to pay again!

Chrono Friday, from 5pm - 9pm to avoid waiting in line.

NO OPEN FIRES / NO FIREWORKS.

This is a township ordinance enforced by State Police.

Please use trash bags and dumpsters.

N2 fills are free. Tank rentals are available...

1-Day: $7.00  2-Day: $12.00  3-Day: $18.00

Credit Card/Cash accepted - Cash is quicker - We accept all major credit cards. ATM is located at check-in.

PROHIBITED: Guns shooting over 280 fps, hot burning smoke grenades, knives, firearms, rope, wire, portable shields, spotlights, laser sights, pyrotechnics, drugs, alcohol, homemade rocket launchers. NO FIREWORKS!

GAME BRIEFING:

Saturday, 10:30am @ stage area

Valid Hits/Eliminations/Medic:

• All shots that break on your body, except for the gun, count.

• If you leave the field, you’re eliminated and must return to your insertion point.

Once you are eliminated you have two options:

1. Find a medic:
   • There will be MEDIC referees that will mark your medic card to put you back in the game. After 3 marks, you must leave and reinsert.

2. Reinsert:
   • Leave the field and go back to your insertion point.
   • You may only insert at your teams insertion point. Do not insert yourself at another team’s insertion point. Doing so can have you ejected from the game!
   • The referee, at insertion, will tell you when you can reenter.

REMEMBER, DEAD PLAYERS DON’T TALK!

Tank Elimination:

• To eliminate a tank or armored vehicle, players must use a nerf rocket launcher or paint grenade.

• Launchers must be commercially made and Skirmish-approved. Homemade launchers will not be permitted.

• Launcher ID tags will be given out by your command staff.

• The first hit on the tank will disable the tank for 5 minutes. Disabled tanks can continue to shoot but can not move.

• The second hit on the tank within 5 minutes of the first hit will eliminate the tank and it’s crew, and they must leave the field.

NO FIREWORKS!!
**CHECK-IN**

Friday - 2:00pm - 9:00pm
Saturday - 8:00am - 8:00pm
Sunday - 9:00am - 1:00pm

**Game Briefing and Group Photo**

Saturday - 10:30am (main stage)

**Game Times**

Saturday - 12:00 noon - 10:00pm
Sunday - 9:30am - 1:00pm

**Chrono/Armband Tape Stations**

Friday - 5:00pm - 9:00pm
Saturday: opens at 8:00am
Sunday: opens at 8:30am

**French Goodwill Games**

Friday - 2:00pm (main stage)

**2nd Annual Push-up Challenge**

Friday - 4:00pm (main stage)

*All push-ups proceeds benefit the veterans*

**EXTRA EVENTS:**

- **Castle Nights Game**
  - Friday - 6:00pm - 9:00pm

- **Diplomatic Reception** (By invitation only)
  - Friday - 7:00pm (Skirmish pavilion)

- **Awards and Raffle**
  - Sunday - 1:30pm (main stage)

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**SCENARIO SCHEDULE**

**TIME:** | **Place** | **Mission Brief** | **Props/Points**
---|---|---|---
12:00 PM | **GAME START** | | |
12:30 PM | Atlantic Wall | 3 pipe bombs | 1 point each |
1:00 PM | Atlantic Wall | 3 pipe bombs | 1 point each |
1:30 PM | Atlantic Wall | 3 pipe bombs | 1 point each |
12:45 PM | **Beach Invasion - Germans may enter the beach** | | |
2:00 PM | Tanks are now able to enter the field of play | | |
2:00 PM | Mortain | Pipe bomb | 1 point |
2:00 PM | German 88’s | Artillery shell | 1 point |
3:30 PM | Forward Operating Base | Battle Flag Hang | 3 points |
4:00 PM | Bolbec | Pipe Bomb | 1 point |
4:00 PM | Paris | Flame thrower | 2 points |
4:30 PM | Holt’s Rock | Mustard Gas | 2 points |
4:30 PM | Bolbec | Dynamite | 1 point |
5:00 PM | St. Lo | Rocket Fuel | 2 points |
5:00 PM | Remelle Bridges | Red flag | 1 point |
5:30 PM | Forward Operating Base | Battle Flag Hang | 3 points |
6:00 PM | Bolbec | Pipe Bomb | 1 point |
6:00 PM | Paris | Bomb | 2 points |
6:30 PM | The Dub’s Bridge | Yellow flag | 2 points |
6:30 PM | Pegasus Bridge | Red Flag | 1 point |
7:00 PM | Radar Station A | Detonator | 2 points |
7:00 PM | Cherbourg | Red Flag | 1 point |
7:00 PM | Le Harve | Red Flag | 1 point |
7:30 PM | Forward Operating Base | Battle Flag Hang | 3 points |
8:00 PM | Crash Site Bravo | Briefcase & Intel | 1 point |
8:00 PM | Granville | Dynamite | 1 point |
8:30 PM | Caen | Nerve Gas | 2 points |
8:30 PM | German Anti Air | Ammo | 2 points |
9:00 PM | Holt’s Rock | Uranium | 2 points |
9:00 PM | Paris | Secret Prop | TBD |
9:30 PM | Forward Operating Base | Radio | 2 points |
9:55 PM | Gold Beach | Willie Pete Grenade | 2 points |
10:00 PM | **GAME ENDS FOR THE NIGHT** | | |
9:30 AM | **SUNDAY: GAME STARTS** | | |
10:00 AM | Tanks are now able to enter the field of play. | | |
10:00 AM | Fuel Depot | Fuel Drum | 2 points |
10:00 AM | Granville | Enigma Machine | 2 points |
10:30 AM | Crash Site Bravo | Secret Prop | 2 points |
10:30 AM | German Anti Air | Artillery Shell | 2 points |
10:30 AM | Frack’s Bridge | Dynamite | 1 point |
11:00 AM | Forward Operating Base | Anti-Personnel Bomb | 3 points |
11:00 AM | Paris | Blue Flag | 3 points |
11:00 AM | Mortain | Pipe Bomb | 1 point |
11:30 AM | Holt’s Rock | Gold | 1 point |
11:30 AM | St. Lo | Rocket Fuel | 2 points |
12:00 PM | Pegasus Bridge | Yellow Flag | 2 points |
12:00 PM | The Dub’s Bridge | Dynamite | 1 point |
12:00 PM | Crash Site Alpha | Bazooka | 2 points |
12:30 PM | La Musée De Grazi | Willie Pete | 2 points |
12:30 PM | German 88’s | Artillery Shell | 2 points |
12:55 PM | Gold Beach | Base Flag Hang | 5 points |
1:00 PM | **END OF GAME** | | |