

# Battle for Berlin Game Rules

October 21<sup>st</sup>, 2017

# Schedule of Events

### Prop & Flag Points:

- Points are awarded based on props and flags in your possession, along with successful missions completed during the battle.

### Props:

- To secure a prop or flag you must capture it at the designated time. If you're in possession of a prop and become eliminated, you must drop the prop.
- To receive a "flag hang" point, you need to hang your team's flag on the flag hanger at the designated time.
- To score a "Pipe Bomb" Point, your team's colored pipe must be standing upright at the designated time.

### 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.

### Capturing an enemy's base:

- If an enemy's base has been captured, it can not be held longer than 15 minutes, and then can not be captured again for 45 minutes.

## \*Event Paint Only\*

- Everyone MUST have a WRISTBAND, ID tag, and hopper or armband 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 at your team's insertion point. Refs will be checking with hand-held chronographs on the field throughout the game. Player's guns can shoot a maximum of 280 FPS.
- **Chrono early to avoid waiting in line.**

**STALINGRAD XIII**  
**MARCH 24, 2018**



### Valid Hits/Eliminations/Medic:

- All shots that break on your body, except for the gun, count.
- If you leave the field, you are considered 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 the field and reinsert.
2. Reinsert:
  - Leave the field and find your way back to your insertion point.
  - You may only insert at your team's 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 re-enter.

REMEMBER, DEAD PLAYERS DON'T TALK!

### Unarmed Costumed Players:

Unarmed costumed players are subject to all the player rules and should be treated as any other player would be.

**8:00 - 10:30 AM**

Check-in, paint sales, chrono, air fills

**10:30 - 11:00 AM**

Game orientation, objective assignments, rules briefing

**11:30 AM**

Game Begins

**5:30 PM**

Game ends, awards begin

Time	Mission Brief	Props	Points
<b>Game Begins at 11:30AM</b>			
12:00 PM	German 88's	Nerve Gas	2
12:00 PM	Malchow	Pipe Bomb	1
12:30 PM	Radar Station	Radio	2
12:30 PM	Haselhorst	Red flag	1
1:00 PM	Rickendorf	Red Flag	1
1:00 PM	Pankow	Yellow Flag	2
1:00 PM	Herzburg	Bazooka	1
1:30 PM	Forward Operating Base	Battle Flag Hang	2
1:30 PM	Randow Swamp	Red Flag	1
2:00 PM	Ammo Depot	Ammo	1
2:00 PM	Secret Mission	Secret Prop	TBD
2:00 PM	Lichtenberg	Gold	1
2:30 PM	Schonholz	Base Flag Hang	3
2:30 PM	German 88's	Artillery Shell	2
3:00 PM	Pankow	Secret Prop	2
3:00 PM	Herzburg	Nerve Gas	1
3:00 PM	Malchow	Pipe Bomb	1
3:30 PM	Forward Operating Base	Battle Flag Hang	2
3:30 PM	Berlin	Red Flag	1
4:00 PM	Radar Station	Willie Pete Grenade	1
4:00 PM	German 88's	Artillery Shell	2
4:30 PM	Herzburg	Secret Prop	2
4:30 PM	Malchow	Pipe Bomb	1
5:00 PM	Berlin (located outside Berlin)	2 Pipe Bombs	1 pt each
5:25 PM	Berlin	Base Flag Hang	3
5:30 PM	<b>Game End</b>		

Battle Flags and Base Flags are worth 2 points when turned in.

\*\*\*FOR COMPLETE INFORMATION please attend the GAME BRIEFING - Saturday - 10:30am - Stage area\*\*\*