

# Battle for Berlin Game Rules

October 22th, 2016

# 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 teams insertion point. Refs will be checking with hand-held chronographs on the field throughout the game. Player's guns must shoot a maximum of 280 FPS.
- **Chrono early to avoid waiting in line.**

### 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 find your way 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 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

### 8:00 - 10:30 AM

Check-in, paint sales, chronographing, 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

## Mission Schedule

Time	Mission Brief	Props	Points
<b>11:30 AM</b>	<b>Game Begins</b>		
11:45AM	Reinickendorf	Pipe Bomb	1
11:45AM	Malchow	Pipe Bomb	1
11:45AM	Charlettenburg	Red Flag	1
11:45AM	Lichtenberg	Red Flag	1
12:00PM	Radar Station	Radio	2
12:30PM	Fuel Depot	Fuel Drum	1
12:30PM	Ammo Depot	Ammo	1
1:00PM	German 88's	Smoke Gernade	2
1:30PM	Herzburg	Yellow Flag	2
2:00PM	Reinickendorf	Pipe Bomb	1
2:00PM	Malchow	Pipe Bomb	1
2:30PM	Pankow	Battle Flag Hang	1
2:30PM	Radar Station	Secret Prop	TBD
3:00PM	German 88's	Smoke Gernade	2
3:30PM	Schonholz	Base Flag Hang	3
3:30PM	Reinickendorf	Secret Prop	TBD
4:00PM	Malchow	Secret Prop	TBD
4:00PM	Pankow	Willie Pete Grenade	1
4:30PM	Herzburg	Flamethrower	2
5:00pm	Berlin- 3 pipe bombs located outside of Berlin	3 Pipe Bombs	1 pt each
5:25PM	Berlin	Base Flag Hang	3
<b>5:30PM</b>	<b>Game Ends</b>		



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