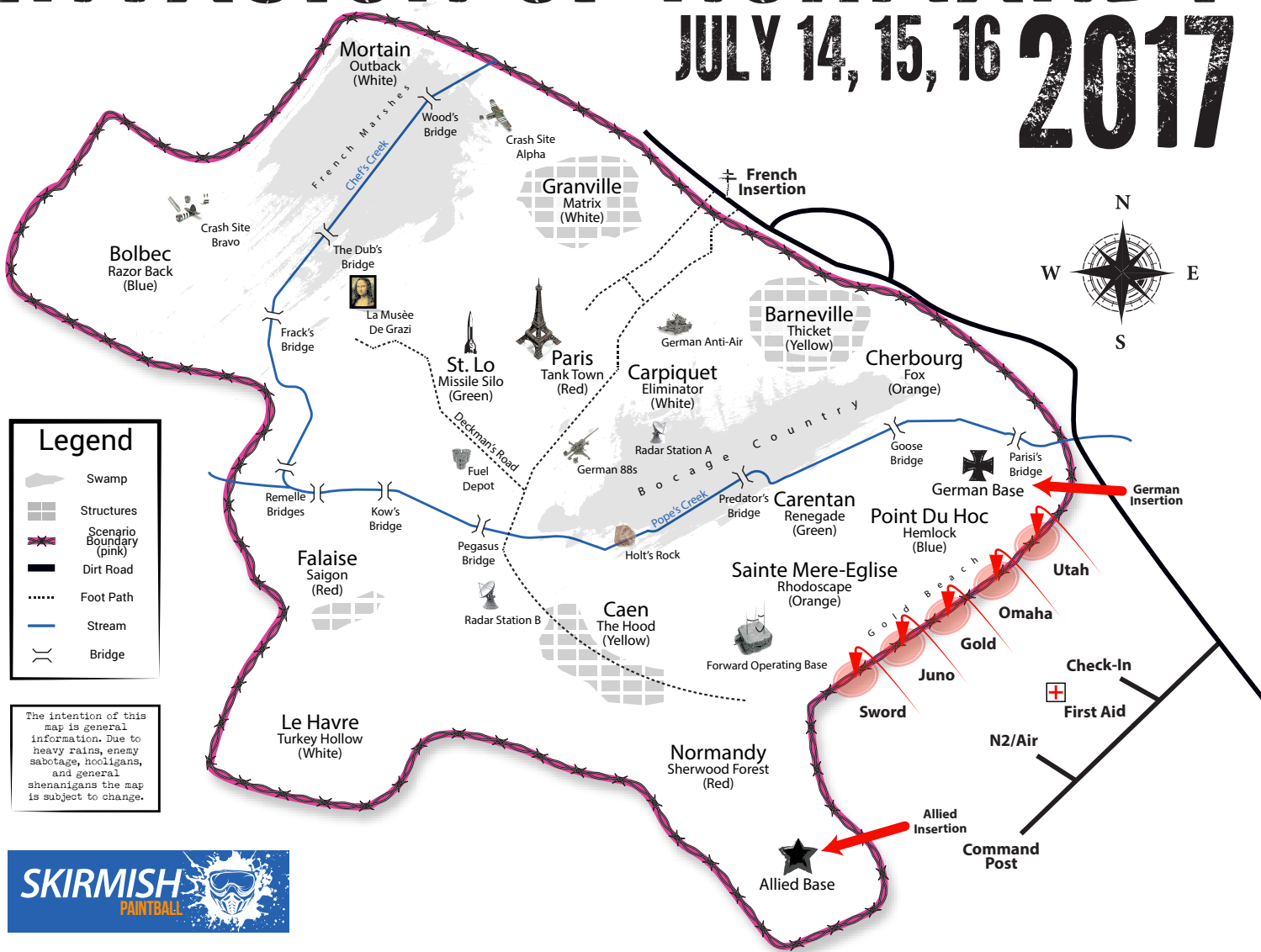



INVASION OF NORMANDY

JULY 14, 15, 16 2017



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.

Chrono at your teams insertion points. (280 FPS maximum)
Refs will be checking with hand-held chronographs on the field throughout the game.

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!!**

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.

GAME BRIEFING:

Saturday, 10:30am @ stage area

HOMEMADE LAUNCHERS WILL NOT BE PERMITTED!

PLAY THE BEST! OVER 700 ACRES, WITH 50+ FIELDS • SKIRMISH.com | 1-800-SKIRMISH

SCHEDULES:

- 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

EXTRA EVENTS:

- French Goodwill Games**
Friday - 2:00pm (main stage)
 - 2nd Annual Push-up Challenge***
Friday - 4:00pm (main stage)

*All push-up proceeds benefit the veterans
- 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)

SCENARIO SCHEDULE

TIME:	Place	Mission Brief	Props/Points
12:00 PM	GAME START		
12:30pm	Atlantic Wall	3 pipe bombs	1 point each
1:00pm	Atlantic Wall	3 pipe bombs	1 point each
1:30pm	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		
2:00pm	Mortain German 88's	Pipe bomb	1 point
2:00pm		Artillery shell	1 point
2:30pm	La Musée De Grazi Crash Site Alpha	Machine gun	1 point
2:30pm		Briefcase & Intel	1 point
3:00pm	Fuel Depot German Anti Air	Fuel	2 points
3:00pm		Ammo	2 points
3:30 PM	Forward Operating Base	Battle Flag Hang	3 points
4:00pm	Bolbec Paris	Pipe Bomb	1 point
4:00pm		Flame thrower	2 points
4:30pm	Holt's Rock Barneville	Mustard Gas	2 points
4:30pm		Red Flag	1 point
5:00pm	St. Lo Remelle Bridges	Rocket Fuel	2 points
5:00pm		Red flag	1 point
5:30 PM	Forward Operating Base	Battle Flag Hang	3 points
6:00pm	Bolbec Paris	Pipe Bomb	1 point
6:00pm		Bomb	2 points
6:30pm	The Dub's Bridge Pegasus Bridge	Yellow flag	2 points
6:30pm		Red Flag	1 point
7:00pm	Radar Station A Cherbourg Le Harve	Detonator	2 points
7:00pm		Red Flag	1 point
7:00pm		Red Flag	1 point
7:30 PM	Forward Operating Base	Battle Flag Hang	3 points
8:00pm	Crash Site Bravo Granville	Briefcase & Intel	1 point
8:00pm		Dynamite	1 point
8:30pm	Caen German Anti Air	Nerve Gas	2 points
8:30pm		Ammo	2 points
9:00pm	Holt's Rock Paris	Uranium	2 points
9:00pm		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.		
10:00am	Fuel Depot Granville	Fuel Drum	2 points
10:00am		Enigma Machine	2 points
10:30am	Crash Site Bravo German Anti Air Frack's Bridge	Secret Prop	2 points
10:30am		Artillery Shell	2 points
10:30am		Dynamite	1 point
11:00am	Forward Operating Base Paris Mortain	Anti-Personnel Bomb	3 points
11:00am		Blue Flag	3 points
11:00am		Pipe Bomb	1 point
11:30am	Holt's Rock St. Lo	Gold	1 point
11:30am		Rocket Fuel	2 points
12:00pm	Pegasus Bridge The Dub's Bridge Crash Site Alpha	Yellow Flag	2 points
12:00pm		Dynamite	1 point
12:00pm		Bazooka	2 points
12:30pm	La Musée De Grazi German 88's	Willie Pete	2 points
12:30pm		Artillery Shell	2 points
12:55 PM	Gold Beach	Base Flag Hang	5 points
1:00 PM	END OF GAME		

Prop & Flag Points:

- Points are awarded based on props and flags in your possession, along with successful missions completed during the two days of 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** on the beachhead, your team's colored pipe must be standing upright at the designated time.

Capturing an enemy's base:

- A flag will be placed at enemy bases between 3pm and 8pm on Saturday and from 9:30am until game end on Sunday. Captured enemy base flags are worth 2 points. Enemy bases can not be held longer than 15 minutes. If a base is overrun, the seized base can not be recaptured again for 45 minutes.

Unarmed Costumed Players:

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

End of Game Additional Points Available

- Most pieces of french artwork - 2 points
- Most landmines - 2 points
- Most grenades - 2 points
- Most Tank Kills - 2 Points
- Secret missions are worth 1-5 points and will be announced to command staff prior to mission.

BRITAIN or BERLIN?



YOU DECIDE.

The fall scenario game at Skirmish Paintball will be based around which team wins the INVASION OF NORMANDY. The scenario will take place:

October 21, 2017

