

Battle For Britain Game Rules

October 20th, 2018

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.
- To score a tear gas point, you must pull the red ring at the designated time to set off the gas.

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.

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

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.**

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 - 12:30 PM

Britain Beach Invasion

1:00 - 5:30 PM

Britain Land Invasion

Mission Schedule

Time	Place	Mission Brief	Points
11:30am	Game Starts: Beach Invasion		
12:00pm		3 Pipe Bombs	1 pt each
12:05pm	Allies may enter the beach		
12:30pm		3 Pipe Bombs	1 pt each
Land Invasion Begins			
1:00pm			
1:30pm	Radar Station	Radio	1 pt
1:30pm	University of London	Gold	1 pt
2:00pm	Airfield	Jet Fuel	3 pts
2:00pm	Tower of London	Red Flag	1 pt
2:30pm	Trafalgar Square	Base Flag Hang	3 pts
2:30pm	Guildhall	Red Flag	1 pt
3:00pm	Ammo Depot	Ammo	2 pts
3:00pm	Secret Mission	*See Director's board 1 hour before.	
3:00pm	Piccadilly Circus	Dynamite	1 pt
3:30pm	All Fields	Orange Flags	1 pt each
4:00pm	Buckingham Place	2 Pipe Bombs	1 pt each
4:00pm	Royal Exchange	Secret Prop	1 pt
4:30pm	Radar Station	Willie Pete	2 pts
4:30pm	St Paul's Cathedral	Red Flag	1 pt
Final Battle for Britain			
5:00pm	Ammo Depot	Ammo	2 pts
5:00pm	House of Parliament	3 Pipe Bombs	1 pt each
5:25pm	House of Parliament	Base Flag Hang	3 pts
5:30pm	Game Ends /Award Ceremony Begins		

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FOR COMPLETE INFORMATION please attend the GAME BRIEFING: 10:30am @ Stage area