

# Stalingrad XIV Game Rules

March 23<sup>rd</sup>, 2019

# 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

### 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 AM**

Game begins

**5:30 PM**

Game ends, awards begin

## Mission Schedule

Time	Mission Brief	Props	Points
<b>11:30AM Battle of Stalingrad XIV Begins!</b>			
<b>12:00PM</b>	Russian Oilfield	Battle Flag Hang	1
	Orlovka	Ammo	1
<b>12:30PM</b>	Stalingradsky Airfield	Pipe Bomb	1
	Axis Crash Site	Radio	2
<b>1:00PM</b>	Barrikady Gun Factory	Machine Gun	2
	Russian Anti Air	Artillery Shell	2
<b>1:30PM</b>	Forward Operating Base	Bomb	2
	Lazur Chemical Factory	Battle Flag Hang	1
<b>2:00PM</b>	Russian Oilfield	Pipe Bomb	1
	Barrikady Gun Factory	Base Flag Hang	3
<b>2:30PM</b>	Red October Metal Factory	Flame Thrower	1
	Outskirts of Central Stalingrad	2 Pipe Bombs	1 each
<b>3:00PM</b>	Dzerzhinsky Tractor Factory	Artillery Shell	2
	Russian Anti Air	Battle Flag Hang	1
<b>3:30PM</b>	Forward Operating Base	Blue Flag	3
	Orlovka	Willie Pete	1
<b>4:00PM</b>	Mamyev Krugan	Pipe Bomb	1
	Lazur Chemical Factory	Battle Flag Hang	1
<b>4:30PM</b>	Secret Mission	TBD	2
	Axis Crash Site	Downed Pilot	2
<b>THE FINAL BATTLE OF STALINGRAD XIV</b>			
<b>5:00PM</b>	Forwarding Operating Base	Battle Flag Hang	1
	Outskirts of Central Stalingrad	2 Pipe Bombs	1 each
<b>5:25PM</b>	Central Stalingrad	Base Flag Hang	3
<b>5:30PM</b>	Game End		

Base flags are worth 2 points when turned in at game's end

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



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