

# Battle of the Bulge Game Rules October 19<sup>th</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 its 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

**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:	Place	Mission Brief	Points
<b>11:30</b>	<b>Game Starts</b>		
<b>11:45</b>	Pipe Bomb South	Pipe Bomb	1 point
<b>12:00</b>	Pipe Bomb East	Pipe Bomb	1 point
<b>12:00</b>	<b>Allies may enter the Ardennes Forest</b>		
<b>12:15</b>	Pipe Bomb North	Pipe Bomb	1 point
<b>1:00</b>	Radio Comm Center	Radio	1 point
<b>1:00</b>	Axis FOB	Orange Flag	3 points
<b>1:30</b>	5 <sup>th</sup> Panzer Division	Red Flag	1 point
<b>1:30</b>	Secret Mission	Yellow Flag	2 points
<b>2:00</b>	Axis 88s	Bomb	2 points
<b>2:00</b>	Secret Mission	Gold	1 point
<b>2:30</b>	Axis FOB	Willie Pete	2 points
<b>2:30</b>	Ammo Depot	Ammo	1 point
<b>3:00</b>	Fuel Depot	Fuel	2 points
<b>3:00</b>	Secret Mission	Pipe Bomb	1 point
<b>4:00</b>	5 <sup>th</sup> Panzer Division	Panzerfaust	1 point
<b>4:00</b>	Axis FOB	Base Flag Hang	3 points
<b>4:30</b>	Secret Mission	Red Flag	1 point
<b>4:30</b>	Axis 88s	Mustard Gas	2 points
<b>5:00</b>	Pipe Bomb North	Pipe Bomb	1 point
<b>5:15</b>	Pipe Bomb East	Pipe Bomb	1 point
<b>5:25</b>	Pipe Bomb South	Base Flag Hang	3 points
<b>5:30</b>	<b>Game Ends</b>		

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

## \*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 chrono at 280 FPS or lower.
- **Chrono early to avoid waiting in line**

# STALINGRAD XV

MARCH 21<sup>ST</sup>, 2019 1500+ Players | Attack or defend Stalingrad at Skirmish's winter scenario game!



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