

Event Schedule

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

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

SKIRMISH 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.

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

Mission Schedule

Time:	Place:	Mission:	Props:	Points:
11:30	GAME BEGINS			
12:00	Gorodische Church	Capture Prop	Panzerfaust	2pts.
12:00-12:15	Russian Oil Fields	Deliver Prop	Oil Drum	2pts.
12:30	Crash Site	Capture Prop	Yellow Flag	2pts
12:30-12:45	Russian Ammo Depot	Deliver Prop	Ammo	2pts
1:00	Metal Factory	Capture Prop	Bomb	1pt.
1:00	Secret Mission	TBD	TBD	2pts.
1:30	Forward Operating Base	Flag Hang	Base Flag	3pts.
2:00	Gun Factory	Capture Prop	Machine Gun	2pts.
2:00	Lazur Chemical Factory	Capture Prop	Uranium	1pts.
2:00	Rocket Sites	Secure Site	Completed Rocket	2pts.
2:30-2:45	Forward Operating Base	Deliver Prop	Willie Pete	2pts.
2:30	Team Rocket Site	Secure Prop	Completed Rocket	2pts.
3:00-3:15	Orlovka	Deliver Prop	Dynamite	2pts.
3:00	Secret Mission	Capture Prop	TBD	1pt..
3:00	Rocket Sites	Secure Prop	Completed Rocket	2pts.
3:30-3:45	Gun Factory	Deliver Prop	Fuel	2pts.
3:30	Rocket Sites	Secure Prop	Completed Rocket	2pts.
4:00-4:15	Secret Mission	Deliver Prop	Yellow Flag	2pts.
4:00	Rocket Sites	Secure Prop	Completed Rocket	2pts.
4:30	Crash Site	Capture Prop	Radio	1pt.
5:00	Stalingrad- 2 pipe bombs located outside of the City	Secure Teams Colored Pipe	2 Pipe Bombs	1 pt. each
5:25	Forward Operating Base	Flag Hang	Base Flag	3pts.
5:30	GAMES ENDS			

Rocket Parts: Starting at 12pm both teams will receive 1 rocket part per 1/2 hour until 1:30pm. There will be a total of 4 rocket parts that need to be assembled and completed by 2pm in order to score points. Rocket parts cannot be stolen!

Delivered Props: Command staff will receive multiple props determined by game directors. Your team's objective is to deliver props to scoring locations listed on the schedule. Teams have 15 minutes to deliver props to scoring staff.

Extra Points: Base flags are worth 2 pts. each. Undelivered props are worth 1pt. each when turned in at game end.

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