

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

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

SKIRMISH PAINT ONLY
NO FIREWORKS
COSTUMES ENCOURAGED

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.

Mission Schedule

| Time: | Scoring Location | Mission: | Props: | Points: |
|-------------|---|------------------------------|------------------|------------|
| 11:30 | GAME BEGINS | | | |
| 12:00 | Anti-Air | Capture Prop | Panzerfaust | 1pt. |
| 12:00-12:15 | Forward Operating Base | 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 | 1pt. |
| 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 <small>located on the outskirts of the city</small> | Secure Teams Colored Pipe | 2 Pipe Bombs | 1 pt. each |
| 5:25 | Forward Operating Base | Flag Hang | Base Flag | 3pts. |
| 5:30 | GAMES ENDS | | | |

See your command staff for mission assignments (located at your team's base)

Rocket Sites: 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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