

Event Schedule

8:30 - 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 amount of props/flags in your team's possession and successful missions completed during 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 it

• 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:

• A flag will be placed at enemy bases between 3pm & 5pm. Captured enemy base flags are worth 2 points. Enemy bases can not be held longer than 10 minutes. If a base is overrun, the seized base can not be recaptured again for 1 hour

Tank Eliminations:

• Nerf rocket launchers or paint grenades are used to eliminate tanks. The first hit on a tank disables it for 5 minutes. Disabled tanks can shoot but are immobile. The second hit (within 5 minutes of the first) will eliminate the tank and crew. Once eliminated, the tank must exit field. (continued)

Tank Eliminations (cont.):

• Launchers must be commercially-made AND Skirmish-approved. Homemade launchers are not permitted. Launcher ID tags will be given by your command staff.

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:

• MEDIC referees can mark your medic card to put you back in the game. After 3 marks, you must leave and reinsert

2. Reinsert:

• Leave the field find your team's insertion point

• The insertion referee will tell you when you can re-enter

• Attempting to insert yourself in the other team's insertion point will have you ejected from the game

Unarmed Costumed Players:

Unarmed costumed players are subject to all the player rules and should be treated as any other player would. *Keep your head down!*

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.

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Mission Schedule

Time:	Scoring Location	Props	# of Points
11:30	SATURDAY: GAME STARTS - BEACH INVASION		
12:00	Beach Head	2 Pipe Bombs	1 each
12:30	Beach Head	2 Pipe Bombs	1 each
12:30	Allies may enter the Beach		
1:00	Tanks are now able to enter the field of play		
1:00	Ammo Depot	Willie Pete Grenade	1
1:30	Windsor Castle	Radio	2
2:00	Buckingham Palace	Yellow Flag	2
2:30	Tower of London	Dynamite	2
3:00	British Air Defence	Bomb	1
3:00	Ammo Depot	Ammo	1
3:30	Buckingham Palace	Mustard Gas	2
3:30	Beach Head	2 Pipe Bombs	1 each
4:00	Windsor Castle	Base Flag Hang	2
4:30	Buckingham Palace	Nerve Gas	2
4:30	Secret Mission	Red Flag	1
5:00	Ammo Depot	Ammo	1
5:25	Big Ben	Base Flag Hang	3
5:30	GAME ENDS		

See your **COMMAND STAFF** for mission assignments (located at your team's base)

Extra Points

Base flags are worth 2 points each
Secret missions are worth 1 point each

SKIRMISH PAINT ONLY

NO FIREWORKS

NO ENOLA GAYE SMOKE GRENADES

COSTUMES ENCOURAGED