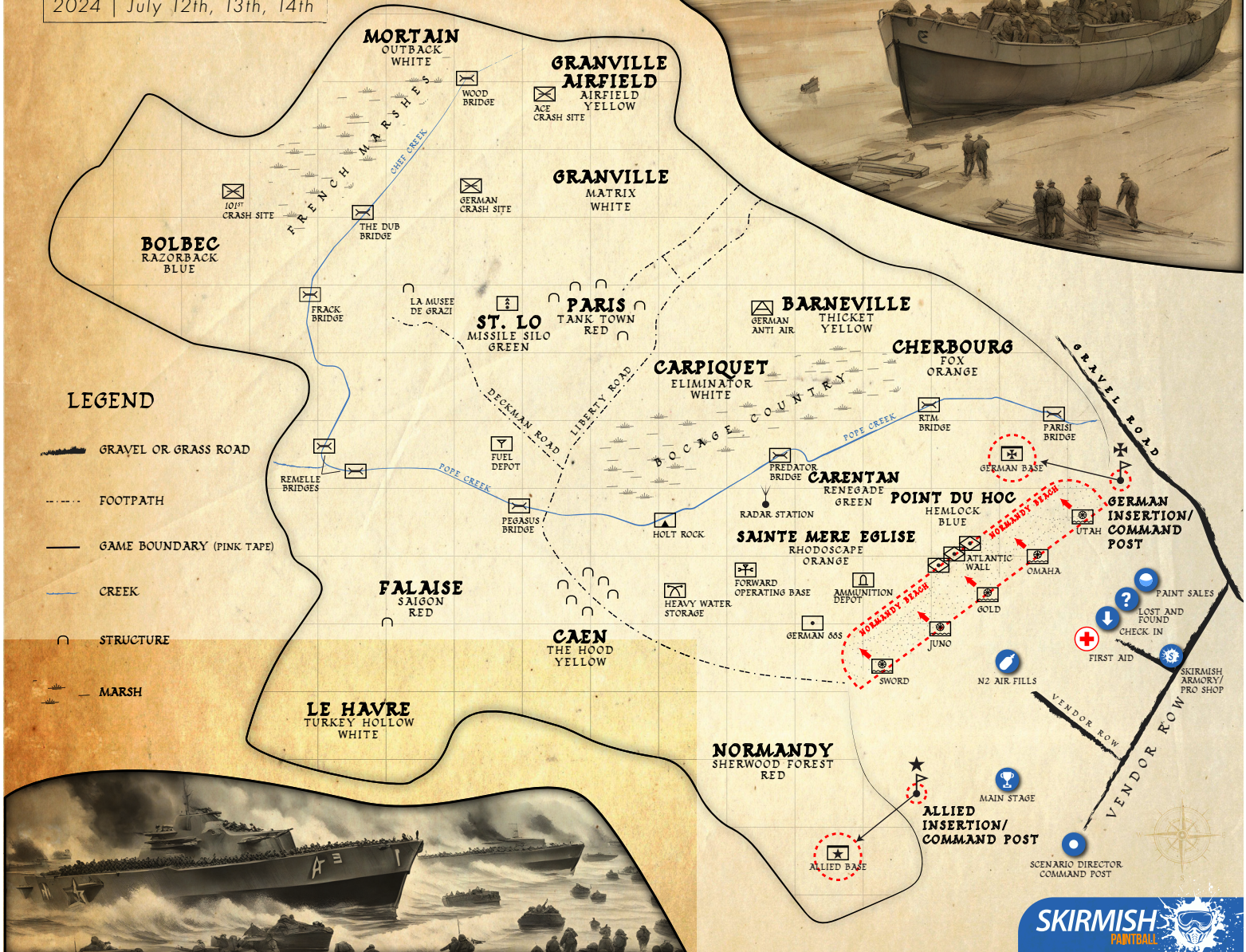


# INVASION OF NORMANDY

2024 | July 12th, 13th, 14th



## CHECK-IN:

Head to check-in with your reservation number, ID, & completed waiver to receive your ID tag, medic card, and wristband. EVERYONE must have a wristband, dog tag, and hopper/armband tape (given at insertion) to play. Your wristband is proof of payment. If lost, you will be asked to pay again.

## CHRONO: (Ball speed)

There is a **280 FPS maximum paintball speed**. Chrono your gun at your team's insertion point. Refs will be spot checking FPS on-field with handheld chronos. Any player shooting over 280 FPS will be removed from the game. **Chrono guns early (Friday 4:30pm - 8:30pm both teams @ german insertion) to avoid longer lines on Saturday!**

## VALID HITS / ELIMINATIONS / MEDICS:

All shots that break on your body or worn equipment, except for the gun, count. If you leave the field, you must return via your insertion point. Once you're 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 field and go back to your insertion point. **You may only insert at your team's insertion point.**

**REMEMBER, DEAD PLAYERS DON'T TALK!**

## PROHIBITED LIST: (Including but not limited to)

Non-Skirmish paintballs, shooting over 280 fps, hot burning smoke grenades and Enola Gaye smoke grenades, knives, firearms, rope, trip wire, portable shields, spotlights, laser sights, First Strike Rounds, pyrotechnics, drugs, alcohol, and homemade rocket launchers.

## SCORING CAPTURED PROP POINTS:

To score a captured prop point, you must capture it at the designated time & location listed on the scoring schedule. **If you're in possession of a prop and become eliminated, you must drop the prop.**

## SCORING DELIVERED PROP POINTS:

Command staff will receive multiple props determined by scenario director each day. Your team's objective is to deliver props to specific locations listed on the scoring schedule. Teams have 10 minutes to deliver props to scoring staff. Undelivered props are worth 1pt. when turned in at the end of each day.

## SCORING FLAG HANG & PIPE BOMB POINTS:

To receive a "flag hang" point, you need to hang your team's flag on the flag hanger at the designated time and location listed on the scoring schedule. 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 4pm - 6pm on Saturday and from 11am - 12pm on Sunday. **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 cannot be recaptured again for 1 hour.

## TANK ELIMINATION:

To eliminate a tank, players must use a nerf rocket launcher or paint grenade. Launchers must be both commercially-made and Skirmish-approved. **Homemade launchers are not permitted.** Launcher ID tags will be given out by your command staff. The first hit on the tank will disable it for 5 minutes. Disabled tanks can shoot but cannot move. The second hit on the tank within 5 minutes of the first hit will eliminate the tank and its crew. Once eliminated, the tank must leave the field.

**NO MOTORIZED VEHICLES AFTER 8PM | NO FIREWORKS  
SKIRMISH PAINTBALLS ONLY**

Game/Event schedule



# WEEKEND SCHEDULE

- **Check-In, Paint & Upgrades**  
 Friday: 2:00p - 9:00p  
 Saturday: 8:30a - 8:00p  
 Sunday: 8:30a - close  
**HAVE RESERVATION #, ID, AND WAIVER READY**
- **Game Briefing & Group Photo**  
 Saturday: 10:30a (main stage)
- **Game Times**  
 Saturday: 12:00p - 9:30p  
 Sunday: 9:30a - 1:30p
- **Chrono/Armband Tape Stations**  
 Friday:\*\* 4:30p - 8:30p  
 Saturday: 8:30a - 9:00p  
 Sunday: 8:30a - close  
 \*\*On Friday, both teams go to German insertion

# EXTRA EVENTS

- **Castle Nights Game**  
 Friday: 5:00p - 8:00p
- **Awards & Raffle**  
 Sunday: 2:00p (main stage)  
*Thousands of dollars in paintball guns & other prizes*  
**You don't want to miss this event!**
- **Diplomatic Reception** (Invite Only)  
 Friday: 7:00p (ION Command Post)
- **Food Stand Hours**  
 Thursday: 12:00p - 6:00p  
 Friday: 12:00p - 9:00p  
 Saturday: 7:00a - 9:00p  
 Sunday: 7:00a - 3:00p
- **N2 / Air Stations** (FREE FILLS)  
 Friday: 1:30p - 6:30p  
 Saturday: 8:00a - 8:30p  
 Sunday: 8:30a - 1:30p
- **Duel Club**  
 Friday: 3:30p (Gold Beach)

# EQUIPMENT UPGRADES

- EMEK | \$25**  
 Upgraded Sniper Barrel +\$5
- EMEK MK II | \$50**  
 45K Carbon Fiber Air Tank and Electronic DYE Hopper included
- 3K PSI AIR TANK | \$10**  
 3000 PSI air tank available for rent

**ALL RENTAL PRICING IS PER DAY | ID REQUIRED | CAMO SUIT, BELT PACKS, OR TAC VEST AVAILABLE FOR RENT**

# SCORING SCHEDULE

Time:	Scoring Location:	Mission:	Props:	# of Points:
12:00	<b>SATURDAY: GAME STARTS - BEACH INVASION</b>			
12:30	Normandy Beach	Show Team's Color	3 Pipe Bombs	1 each
12:30	Secret 101st. Mission	TBD	TBD	TBD
12:45	<b>GERMAN ARMY MAY ENTER THE BEACH</b>			
1:00	Normandy Beach	Show Team's Color	3 Pipe Bombs	1 each
1:30	Normandy Beach	Show Team's Color	3 Pipe Bombs	1 each
2:00	Heavy Water Storage	Capture Prop	Heavy Water	1
2:30	<b>TANKS MAY ENTER FIELD OF PLAY</b>			
2:30	Granville Airfield	Deliver Prop	Yellow Flag	2
3:00	Paris	Capture Prop	Brief Case	2
3:00	Secret Mission	Capture Prop	TBD	2
3:30	Forward Operating Base	Capture Prop	Blue Flag	4
4:00	101st. Crash Site	Deliver Prop	Nerve Gas	2
4:30	Atlantic Wall	Flag Hang	Battle Flag	3
4:30	German Anti Air	Capture Prop	Dynamite	1
5:00	Forward Operating Base	Capture Prop	Panzerfaust	2
5:30	Ammo Depot	Deliver Prop	Ammo	2
5:30	Secret Mission	Capture Prop	TBD	2
6:00	German 88's	Show Team's Color	Pipe Bomb	1
6:30	Atlantic Wall	Flag Hang	Battle Flag	2
6:30	Ace's Crash Site	Deliver Prop	Dynamite	2
7:00	Fuel Depot	Deliver Prop	Fuel	2
7:30	Gold Beach	Flag Hang	Battle Flag	2
7:30	Secret Mission	TBD	TBD	1
8:00	<b>TANKS MUST LEAVE FIELD OF PLAY</b>			
8:00	Radar Station	Deliver Prop	Radio	2
8:30	Atlantic Wall	Flag Hang	Battle Flag	2
9:00	Gold Beach	Capture Prop	Willie Pete	2
9:30	<b>GAME ENDS FOR THE NIGHT</b>			
9:30	<b>SUNDAY: GAME STARTS - THE FINAL ASSAULT</b>			
10:00	Heavy Water Storage	Capture Prop	Heavy Water	2
10:30	<b>TANKS MAY ENTER FIELD OF PLAY</b>			
10:30	La Musee De Grazi	Deliver Prop	Artwork	2
10:30	German Anti Air	Deliver Prop	Yellow Flag	2
11:00	Forward Operating Base	Flag Hang	Battle Flag	3
11:00	Secret Mission	TBD	TBD	1
11:30	German 88's	Show Team's Color	Pipe Bomb	2
12:00	Atlantic Wall	Capture Prop	Mustard Gas	3
12:30	Forward Operating Base	Capture Prop	Bomb	2
12:30	Granville Airfield	Deliver Prop	Nerve Gas	2
1:00	Gold Beach	Flag Hang	Base Flag	5
1:30	<b>END OF GAME</b>			
2:00	<b>AWARDS &amp; RAFFLE @ MAIN STAGE</b>			

\*\*\*Each team will receive 3 Base Flags at the beginning of each day. Base Flags are worth 2 points each when returned at the end of each day\*\*\*

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

**SKIRMISH PAINTBALLS ONLY | PLEASE USE TRASH BAGS & DUMPSTERS**  
**NO MOTORIZED VEHICLES AFTER 8PM | NO FIRES OR FIREWORKS (TOWNSHIP ORDINANCE ENFORCED BY STATE POLICE)**