



SKIRMISH
PAINTBALL GAMES

The Sands of Time

AFRIKA KORPS
VS.
DESERT RATS



Sunday 2nd October 2011

Skirmish R.P.G.

Cribbs Causeway, BRISTOL.

Bunkers, buildings, military vehicles.

call **01934 416507** to book

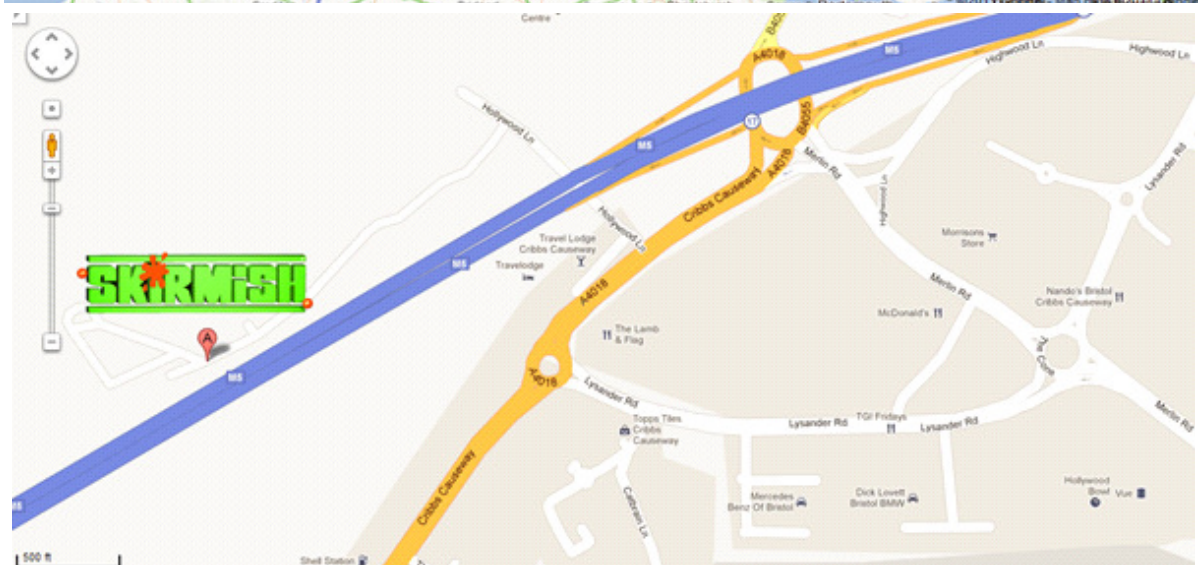
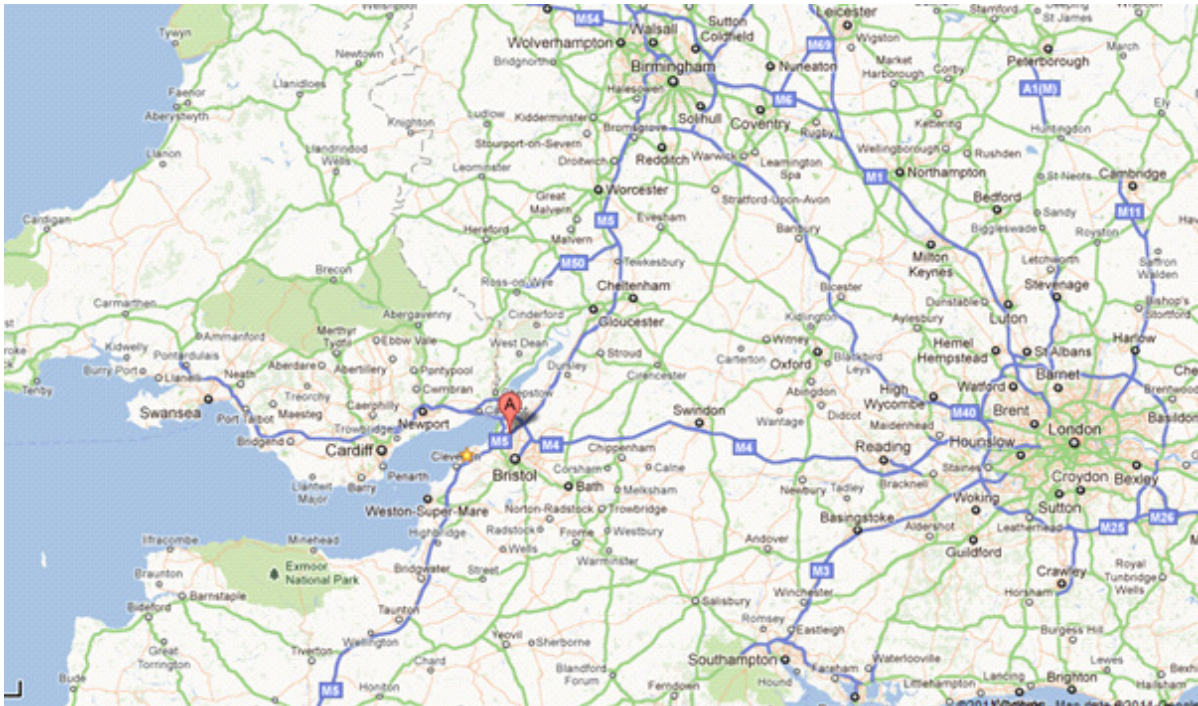
SKIRMISH

Welcome to Skirmish Bristol. Thanks for your interest in The Sands of Time scenario paintball game at Skirmish Cribbs R.P.G. Skirmish was one of the original pioneers of paintball In the US and UK, and remains a strong brand associated with quality paintballing activities at centres across the country. Skirmish Bristol is owned and operated by Joy & Mike Stanton and Jock McCracken, all three very experienced paintball players, Mike Captaining the "Hillbillies" Paintball team for ten years, during a time which they became one of the most respected woodsball and latterly airball teams of the early 2000's. We have been at the forefront of the Skirmish Group's activities for many years now, and with our new Skirmish Cribbs Role Playing Games centre, we are very excited to be bringing our top quality gaming arenas to our former Army Base just 600 meters from the M5 Motorway. Skirmish Cribbs R.P.G features underground bunkers, concrete and brick built buildings, varied terrain, Military Vehicles over several different arenas. For at least the last seven years Skirmish Bristol have been running

regular walkon events at their Portishead site, and for the last year at our Cribbs R.P.G. site as well. We have also ran an annual "Christmas Bash" for the last five years and this event has always proved to be successful with over 120 players attending last year, we will of course be holding another of these events this year, and we have scheduled that to be on the 27th of December at the Portishead site.

We would like to take this opportunity to thank Team Phalanx without whose help this event would not be possible, their experience of the Scenario Paintball scene has been invaluable. A personal thanks must go out to Darrell "Spawn" Thomas who has found and supplied a whole host of props for this event.





Skirmish Bristol
 Holly wood Lane
 Cribbs Causeway
 BRISTOL

BS10 7TW

For those wishing to stay overnight space will be available to camp from Six pm, but tents must be cleared by Eight Thirty am, please don't expect camping club style facilities, you would be disappointed.

There is a Travelodge just outside our entrance, and a Premier inn A few hundred yards away.

If you would like entertainment or meals over the previous evening, there is a Cinema, TGI Fridays, Hollywood Bowl, KFC,BK, Maccy D's and many others within half of a mile of our entrance. If your better half fancies a shopping trip while you play, THE MALL is 1/2 a mile away.



ON SITE CATERING.

Hot and cold drinks meals and snacks will be available,

with Chilli Con Carne, Chicken Tikka Masala, Chicken Korma as well as Breakfast rolls, Pizzas, choccy bars, Pot Noodles and Crisps being available too.

PLAYERS PASSES

These will be posted to all players before the event, please make sure that you attach it to your playing top on the day, as if you try to enter the game zone without one you will be stopped.

VIP passes and Staff passes will also be issued, so no one should be without a pass.

COMPRESSED AIR

For Safety's sake we will be limiting the HPA to 3000 psi, anyone caught interfering with the Air rig, or compressor will be asked to leave immediately.



TRADE STAND

Our friends from Demon Paintball will be on hand with a trade stand, so all of your bits and pieces should be catered for. If you wish to pre-order anything, have a look at their website.

www.demonpaintball.co.uk

PAINTBALLS

You are welcome to bring your own paint to this event, of course we will have the following top quality Brands for sale.



We will be selling Paint on the day
Dark Sports From £25 a box.
Gi Milsim From £30 a box.
Marballiser From £35 a box.
All paintballs bought from us is guaranteed.



HELP FOR HEROES

H4H is Skirmish Bristols' chosen Charity this year, and we have a limited number of our Help for Heroes t-shirts left, these are priced at £5 each of which £5 goes to Help for Heroes. We will also have a collection tin there on the day and would encourage all players to donate generously. As paintballers we have a unique understanding on how easy it is to get shot, and some of us may actually know what it is actually like. Your support will be appreciated.



Sands of Time game zones & storyline

Backstory

In the present day, a powerful artefact was discovered that could change the fate of the world. An hourglass containing sand, which when turned, granted the wielder the chance to change the course of history. Choose your side and fight for Monty's 8th army, to try and keep history unchanged. Or fight for Rommel's Afrika Korps, to change the course of the war! Unfortunately, the sands of time only flow for 30 minutes. Once the time is up, you cannot re-join the battle when killed.

Fighting tooth and nail for territories, gold, fuel and supplies, the team which leaves the battle with the most cash is the victor! After all, interest over 70 years must be pretty profitable!

Primary Objectives:

Game 1

Tobruk

Erwin Rommel's Afrika Korps in Libya have laid siege to the fortress of Tobruk, defended by the Allied 9th Australian division.

In an attempt to gain air superiority, the Axis forces are to destroy the Anti Aircraft emplacement enclosed in the Barracks. To destroy the emplacement they must first obtain explosive charges, being held in the bunker of Silo 1.

Game 2

A Call to Arms

Rommel has grasped a foothold within the boundaries of Tobruk! Relief from Monty's 8th Army has started to arrive to help the Australian division's defence, but before his full army can eradicate the German-Italian siege, he must get them on their back foot. A surgical assault on Rommel's communications array situated within Silo 1 must occur, to prevent organisation of a counter attack.

Game 3

Operation Crusade

It's too late, whilst Rommel's men have been driven out of Tobruk; he has regrouped and rolled in a reinforcing wave of Panzers, in a bold decisive push to force the Allies out of their claimed fortress. However Monty's 8th army is prepared to crush the rolling thunder with their magnetic sticky grenades. If only their magnetic sticky grenades weren't stored in the unoccupied Ammo Dump.

Afternoon

Game 4

Arms race

After an extensive campaign in North Africa, Rommel's lines had worn thin. In an attempt to hinder the allied forces before a final push against Monty's prevailing army, Rommel organises a team to

assault an allied supply convoy, foolishly transporting ammunition towards a Nazi checkpoint. Both sides struggling to survive the desert itself, cannot afford to allow each other the supplies.

Game 5 **Black gold**

Feeling the tides finally turning, the 8th Army is on the move to push out the Axis forces on the continent. Whereas Rommel, struggling to juggle supplies, troops, weapons and casualties, has let his Afrika korps run thin on oil. Knowing full well they can't assault Monty without the panzer division, a fight for fuel has broken out across the sands south of El Alamein. Axis forces must snatch fuel from under Monty's nose, to power the upcoming struggle.

Game 6

Alam el Halfa - Assassination

Rommel, knowing he has to cut the head off the allied forces if he is to have any chance of survival in Northern Africa, plans an ambush for Monty's 8th army to walk into. Desperate to win, Rommel prepares forces, unaware that Monty is one step ahead thanks to the enigma decrypting machine, who prepares to ambush the assailants as they intended to ambush him. With Monty's 8th army fighting with high hopes for an end to the bloody campaign, it will be a bloody battle against Rommel, fighting tooth and nail to

regain his dominance and survive the sands of time.

Defeat the enemy general to change the path of history. Although times will probably change on the day as with every paintball event, registration will begin at 7.30 and we are aiming to start the first game at 9.00.

Therefore lunch will be about 12:00-12:45 and so the afternoon session will be 12:45-15:45.

Roughly!

Cash system

Both factions need to bring money home from their campaigns in Northern Africa. The team to have the most money at the end of the day wins.

Cash will be rewarded for the following achievements;
\$2 per flag controlled at each 15 minute buzzer, at 15, 30, 45 minutes. There are 6 flags to capture, and two permanent flag bases out of which players respawn.

\$15 for total flag domination. Total domination occurs when a team controls 7 out of the 8 flags (excluding the oppositions start base), ending the game prematurely. This method of winning is not the most cash efficient way of playing, as once total domination has occurred; no more cash can be earned from flags, gold or objectives.

\$10 per gold bar brought back to base.

\$30 for objective completion.

However, cash can be spent on the following;

\$20 to train a medic. Medics can revive any player by physically wiping paint off them. Medics once shot have to go back to base and respawn again as a standard player. Medics will be given a t-shirt to identify them on the field, which they will have to give back once they have returned to respawn.

\$10 for a tactical insertion, once you have obtained the fuel to the land rover on field. Insertion is available for up to four players to be safely transported by Landrover to any position in the Skirmish.

\$20 for a mortar strike, once you have obtained the mortar shell. Once deployed a mortar shell will eliminate all players within 5 metres of the impact area.

\$60 to use the stalwart, or troop transport, for a firing run, once you have obtained the fuel. From time to time there will be random air strikes to simulate bad targeting from other battlefields, as well as free tokens for upgrades.

Be careful to balance out your cash use, as if you spend frivolously you risk losing the war effort due to a lack of funds.

Rules

Firing modes - All guns will be checked throughout the day for velocity over a chronograph. All guns must be set to fire paintballs

at no more than **280 FPS**. Any guns firing over that will not be able to play until corrected. There will be random chronograph checks throughout the day after the initial full check with a \$5 fine if running over. All guns must be set to semi-auto (or a response trigger) with a maximum ROF of no more than 12 BPS. This is to prevent too much..

Overshooting – We're all here for a good time, there is no excuse for overshooting or shooting dead players (even if you haven't been able to shoot a live one all day!). Players with their hand up / on their head are classed as dead and cannot play until they have respawned. Any player found shooting dead players / overshooting will be subject to either or all of the following, scaled with the seriousness of the incident; sent back to their respawn point, \$10 fine, ejection from the game; banned from site. That being said if you don't make it obvious you're dead, you WILL get shot.

Air Bottles - We will be checking all air bottles to ensure they are within their test date. Any out of date bottles will NOT be able to play.

Cheating - Kills do not count towards the scoring of the game. So therefore we expect no playing

on, or cheating, at this game, as it provides no significant advantage, other than maybe giving your opposition that red mist in front of their eyes. Players found wiping hits off of themselves in the game zones will be ejected from the current game and will lose \$10 for the team.

Players caught playing on will be subject to the marshal's discretion, if it's blatant you will be sent back to respawn with a \$10 fine for your team, but if it's ambiguous you will just be sent back to your respawn.

Barrel socks must be on all guns inside the safe areas, and be put on BEFORE entering them, not after.

Barrel plugs or putting a fluffy down your barrel (yes, some people really think that's safe!) are not reasonable exceptions. It's only when you sock it that you block it!



Radio channels 1 & 2 are for marshal's use only. No important game information will be passed on these channels, so don't bother wasting your time on them. The Allies will use 3, 4 and 5, whereas the axis can use 6, 7 and 8.

Games will last 45 minutes. After the second cash-in buzzer, when the 30 minute hourglass runs out,



respawns are disabled. All dead players must return to the safe area for the rest of that game. There will be a 15 minute break between each game.



Skirmish Bristol trusts that you will enjoy this game, and we hope to make events like it a regular happening, we will appreciate any feedback, (good or bad) please send feedback to jock@skirmishbristol.com

We will post photos of the event to our Facebook page with links from the usual forums.



Our condolences to Gerri, Mark and Family on the passing of Deej Matts he will be missed by all who new him.

