

BATTLE OF THE BULGE  
DECEMBER 16<sup>th</sup>, 1944 - January 25<sup>th</sup>, 1945

**Background:**

This was one of the bloodiest German offensive of WWII. The Germans began the attack early on December 16<sup>th</sup>, 1944 and advanced their line until on January 1<sup>st</sup>, 1945 the allies began their counter offensive and stoped the Germans short of their goal of reaching Antwerp, Belgium. Pushing them back to their original line before the German offensive began.

Our scenario game will focus at the point on January 1<sup>st</sup>, 1945 when the Allies began the counter attack on the Germans. As the Allies one division, 101<sup>st</sup> Airborne, will be surrounded by Germans on all sides. A second division will be holding the front lines preparing to advance and push the Germans back.

Your goal as the 101<sup>st</sup> Airborne is to hold Bastogne keep the Germans from taking the all important town and the Ardennes until reinforcements arrive. You are low on ammo and supplies but high on spirit. The fate of the free world is on your shoulders...don't let us down.

As the Allies front lines you must advance and push the Axis back and take over the territory that was lost. Link up with the 101<sup>st</sup> providing much needed reinforcements and continue the attack pushing the Germans back to their homeland.

The Germans, your goal is simple! Total control of the area and annihilation of the Allies.

### **The setup:**

As this is our first attempt at holding a scenario game we will limit the number of players to 200 participants. If there is anyone wishing to help as a field referee or judge it would be greatly appreciate. Contact me at [vacman100@hotmail.com](mailto:vacman100@hotmail.com)

Due to the COMPLEXITY of this game ALL PLAYERS should familiarize themselves with the entire contents of this booklet as well as the field map.

**Playing Tip:** Know this material... if you don't, you're at a serious disadvantage.

As this is a scenario game based on a military operation we will be using some of the military ranks as were used during WWII see separate page for structure. It is our hope that all players will immerse themselves into their character while playing the event. Those who do usually get the most out of these events ... **HAVE FUN**. Be all you can be, and someone else.

Food will be on site as well as bathroom facilities.

**Allies** - you will receive 40% of all players present. Divided into two divisions of 20% each. Each division will be given 2 medical officers to offer assistance to wounded comrades. Each player will have four emergency medical supplies before you have to re-spawn at your "hospital" and get a new card.

**Axis** - You will be given 60% of all players present. Divided into 5 divisions of 12% each at the start of the game. You can distribute the players after the start of the game anyway you see fit. You will be given four medical officers to offer assistance and they will be divided up amongst your divisions. At the start of the game you may only have one medical officer in a division. Each player will have two emergency medical supplies before you have to re-spawn and get a new card.

### **Non-game rules:**

**NO ALCOHOL OR DRUGS ALLOWED AT ANY TIME!**

**Pets:** No pets are allowed due to the fact that no insurance company covers the liability.

**Registration:** Registration begins at 0900hrs being early is better then being late and losing the fight.

**Game Start:** Game starts at 1100 hrs and will go to 1600hrs.

20 mins before the start of the scenario all troops will be deployed to their respective location. And then can be further distributed by their platoon leaders/commanders to any location within their boundary. Once the start of the scenario has begun troops may move to any location they wish provided they stay in bounds at all times.

## **Equipment and supplies**

### **Player packet:**

When you check in you will receive a packet with:

**ID Badge:** EXTREMELY IMPORTANT!!! The ID badge is your ticket to play in this game. Without it you will not be allowed to enter the playing area. Keep it visible at all times. If you lose it, you will have to purchase another one. You will be required to have this badge to enter the field of play. This is the badge on which the referee at the chronograph will punch that your marker(s) has been cleared for play.

On the ID badge you will find your unique PLAYER ID NUMBER: This is the number we will be calling if you win a prize. Remember it! Use a string or lanyard to wear the ID badge around your neck.

**“Emergency Medical Supply Card”:** Don’t loose this either otherwise you will need to get a new one from your re spawn location and cost your team valuable points. Each time you return to the hospital you must turn in your EMSC to the hospital ref and obtain a new one before entering the field of play.

**Field Map:** These maps are designed to give the individual player an overview of the playing area with marked major locations indicated on the map. NOTE: These maps may not be exactly to scale. They should be used as a reference only. Walk the field prior to game-on and get to know your way around and where things are located. Defined by the field map, boundaries will be marked in field flagging tape during the event. Do not fire your marker out of bounds or off the field. If you step out of bounds you are eliminated and must report to a “hospital” re spawn location for a new EMSC

**Other Stuff:** Stickers, sponsors lists, promotional material, etc. have also been known to find their way into Player Packs.

**Armband Tape:** This will be provided by your commander or one of his officers, not by the event staff. Medics must also wear a white armband. We ask that the commanders tape both arms with their team colour so as to allow their own players to identify them. You may also lie all you want with regard to your team affiliation. *This is a roleplaying game.* However you are not allowed to conceal your armband tape. You are required to wear your team colour armband tape. The team colour is not intended to show you whom to shoot, it is designed to *assist* your teammates in knowing who *not* to shoot!

**Markers:** Any commercially produced, commonly available .68 caliber paintball marker may be used. Any marker that can be adjusted on the field, without tools, is required to have a locking device to prevent this from being possible. **No mode is allowed that yields more than one shot from a trigger cycle.** Semi mode only!!! You must also have a "barrel sock" for covering the end of your barrel in all non-play areas. **Barrel plugs are not acceptable.** Players caught with no barrel sock on their barrel in an off-field area other than the chrono may be ejected from the event with no refund. This includes guns with no paint or air. **If it has a barrel it is required to have a barrel sock on it. Period.**

**Chronographs and Marker Speeds:** All markers must be chronographed and your ID Badge chrono-punched by an event referee prior to entering the field of play at game-on. Non-assisted pump guns may chrono up to 300 feet per second, while all others are limited to 290 feet per second. Referees with hand-held chronographs may spot check your marker on the field. Markers that are shooting "hot" are a serious safety hazard and will not be tolerated. Repeated chronograph offenses will result in ejection from the event.

**Marker Repairs:** There is absolutely no marker repair or work on paintball markers to be done in the public rest areas or anywhere there are people without goggles on (protective eye wear). All repairs should be done at the chronograph range. There is no firing of paintballs allowed anywhere other than on the field (during game-on) and in the chronograph area.

**Goggles:** Goggles must meet ASTM and insurance requirements, must be unaltered, must provide full face, eye, and ear protection, and must have suitable, uncracked and undamaged lenses in them. Players caught lifting their goggles, or breaking the seal of the goggles against their face, may be ejected with no refund. Be smart! Be SAFE!

**CO2 & HPA Fills:** Both CO2 and High Pressure Nitrogen fills (min 3000psi) will be available during the entire course of play at either supply depot as indicated on the map. It is recommended that you get your tanks visually inspected (exterior) and filled prior to the game starting so you can enjoy the entire event. There will be no facilities to recharge constant air bottles on the field of play, nor in the parking lot. Due to insurance regulations, no outside fill stations (CO2 / Nitrogen) will be allowed on event property. All constant air bottles must meet hydrostat requirements. No bottles will be filled that are out of date: All bottles must have a current TC stamp. All bottles MUST have all stickers (non-factory) removed from them to allow fill station operators to INSPECT the bottle for hidden damage. Bottles with stickers (non-factory) will not be filled. Bottles that event management deems damaged will not be filled, PERIOD... No exceptions. We will not endanger you or our players for the sake of filling a potentially dangerous bottle.

**Event Paint:** Event paint only! We recommend that you purchase whatever paint you may need prior to the player briefing on the morning of game day. You do not have to pre-order paint. Side note: Most players use one 2000-round case during the entire event (some will use less and some will use more). Paint sales will remain open during the entire event and available at either supply depot as indicated on the map. Having off-field paint on the field of play is grounds for immediate expulsion (total ejection) from the event with absolutely NO REFUND. Our sponsors generously donate their time to promote this event and their money to the prize package for the prizes that are given away to the "players" during the course of this event. In return for this generous support, we use their product exclusively. We always recommend storing your paint in a cool, dry area away from direct sunlight!!!

**Radios:** Radios are allowed and encouraged. You may monitor any frequency you wish *with the exception of the referee channel*. Anyone caught monitoring the referee channel will be ejected from the event without refund, and their side will be assessed a score penalty. Players may use their radios anytime except while eliminated and walking either to their re spawn location or the supply depot. Once in the re-spawn or off-field they may communicate at will. Players will not be allowed to stand off-field and gather reconnaissance.

**Prohibited equipment:** No tools or knives may be carried on the field. No personal fill stations allowed on the premises. Any items found in violation will be confiscated and may, or may not, be returned after the event. No unbreakable trip wires. No pyrotechnic devices. No unapproved smoke devices. Mines, rocket launchers, or armoured vehicles will not be allowed for this event.

## **During Play:**

**Referees:** Referees will be wearing easily identifiable fluorescent vests. Do not argue with a referee under any circumstances. If you disagree with a call ask them for their Judge number and see the Ultimate Judge or event director.

**Hospital Zone:** This is a neutral area (goggles on, Barrel Blocking Devices on) where you can stage and await the next insertion window (insertion windows defined = As the period of time where you can legally enter the field of play). Windows are open for 5 minutes in duration insertions are every 15 minutes - on top of the hour, 15 after, 30 after the hour and 45 after the hour.

**Supply Depot:** This is where you get your supplies *paint/air*. There are two locations for this as indicated on the map and they are available to both sides. After you get supplies you must return to your "hospital" and wait for a reinsertion window.

## **Eliminations:**

**What to do when hit:** If a troop is shot and marked with paint on any part of the body or equipment you should immediately call out "**HIT!**" in a loud voice and raise your gun above your head or hold your hand up over your head. You have one of two options, call for a Medic or walk to the "hospital" re spawn point. You may call for a medic provided you still have emergency medical supplies available. Once injured and you choose to wait for a medic you must wait in that location until help arrives or for 3 minutes. If after 3 minutes no help arrives you have bled out and succumbed to your wounds therefore you must return to your "hospital" re spawn location for a new emergency medical supply card. A troop wearing a "gillie suit" is considered eliminated if hit on any part of the suit weather you are marked with paint or not. If you must head to the "hospital" put on your BBD (barrel blocking device). Leave the field by the safest direct route while continuing to call out your status as a dead player. If you are in an area that is taking heavy fire - such as a bunker with other players or in your base while it's under heavy assault - get your gun up as high as possible and get out of the way fast! Do not talk, hand equipment or ammunition to your teammates and do not continue to participate in radio chatter about on-field events. You are DEAD and dead men can no longer help their team. Proceed to the hospital zone to await the next insertion time, or to the staging area to reload on fluids, ammo & air.

**Hand tagging "Barrel-tagging":** You may Hand-tag players and eliminate them without shooting. You must immediately say, "Barrel tag!" when you touch them. Hand-tagged players are immediately eliminated and are to walk away quietly. Failure to do so will result in additional eliminations. After you have exited the area you may declare that you are eliminated as you continue to your re spawn location. Hand tagged players cannot be healed by medics.

**Surrenders:** We request, whenever possible, that you request players within 20 feet to surrender. This is not a hard and fast rule, but a strongly suggested guideline. We also recommend that players who are given this option accept it graciously. The player who asked was displaying good sportsmanship. Please don't reward them with a close shot. Thank them for not shooting you at close range and report to your hospital.

**Grenades:** Grenades may be used. In order to be considered an elimination there must be enough paint on the player to be collected into a mark the size of a quarter. One or two specks will not be counted as an elimination. **YOU MUST USE FIELD GRENADES ONLY!** Cost \$8.00 inc tax.

**Medic:** If you intend to be a medic you must have a hole punch with you at all times! Medics can heal players who have not been barrel-tagged or blown up. They cannot "heal" head-shots. If you wish to be healed by a medic you must stop as close to where you were hit as possible and shout "Medic!" at which point the referee will give the medic a reasonable amount of time (approx 3 min) to reach you, wipe off your hit, and punch your medical supply card provided you have emergency medical supplies remaining. You are not to be shot at once you call for a medic, nor can you verbally interact with players. The medic can be eliminated while in the process of completing his tasks. A player calling for a medic is not to be targeted by paintballs. The medic is not to use the player to be healed as a bunker.

**Supply Drops:** Supply drops will be conducted on a random basis to a random location determined by a dice roll. The drop will be marked by a flag or other noticeable marking device and be contained in a container for safe transport. No supply drop will take place prior to 1200 hrs. Supplies may contain any number of useful items including but not limited to grenades, emergency medical supplies, extra ammo, extra food tokens, ect...

**Reinsertions:** Reinsertions happens every fifteen minutes, and the window for inserting stays open for five minutes. This means that if you show up at the "hospital" at 1452 hrs you can reinsert at 1500hrs, but if you show up at 1518hrs you may tag up, wipe off your old hit, and go right back out to join up with your team.

There is to be no gun fire into or out of a “hospital” re-spawn location. And there can be no attacking force located within 50 feet of an opponents “hospital” re spawn location *no camping allowed to cherry pick*. Troops must re spawn at one of their own re spawn locations. If an area is completely over run by an enemy force they can capture that base and receive the benefits of the re spawn location if there is one present. If your re spawning location has been captured you may then proceed to the next closest re spawn location for your team.

**Prohibited Behaviour:** No physical contact with other players is allowed. No cursing or unsportsmanlike conduct is allowed. Cheating, although rare in these types of events, does and can happen. If you witness cheating on the field, keep your standards high! Don't ever stoop to a cheater's level. Keep in mind who you saw doing this and let them know you saw them. Peer pressure is a very powerful thing.

**Player Tip:** Is your reputation worth a few extra minutes of game time? Play Fair! Play Stand-Up Ball!

### **Scoring:**

Each side will begin the scenario with 10,000 points.

You loose 10 points for each private/grenadier that re spawns.

You loose 20 points for every 1<sup>st</sup> sergent/unterfeldwebel that re spawns.

You loose 30 points for every 1<sup>st</sup> Lieutenant/Oberleutnant that re spawns.

You loose 100 points for every General/General that re spawns.

You gain 1000 points for each territory you take over an hold for at least 20mins.

The winner is the group with the most points.

### **Prizes:**

Prizes will be given out to both sides based on: **best dressed, best/bravest soldier, most successful leader**. All categories will be judged by the Generals, Lieutenants, and Sergeants. Random prizes will also be drawn through the day.

