

Hello and welcome to GUNMAN AIRSOFT

D-Day ‘Battle for Normandy’

**This event is being run in association with
Comrades in Arms.**

The event of the year! And a battle like no other, ‘Normandy’ will be remembered for years to come as a battle for freedom.

Kick off at 12pm Saturday and finish 12pm Sunday; the weekend will be filled with missions, glory and the very best in game co-ordination. Both marshals and game refs will help to bring this amazing weekend to life. The site has vast sand dunes and 100s of acres of woodland and scrubland. Perfect for a Normandy landing weekend. This area around the coast of the Bristol Channel was used for training by ALLIED soldiers during the war and makes the most fitting site for such a game you’ll ever play on

June 6th Omaha Beach 1200hrs .

With a start slightly delayed from the planned dawn assault, the Allied forces will storm the beach to be met by the veteran Landsers defending the West Wall from behind their bunkers. As a mine in the channel hit one of the main troop transports some UK forces have been diverted to help their US Allies, all under the overall command of Colonel Smith.

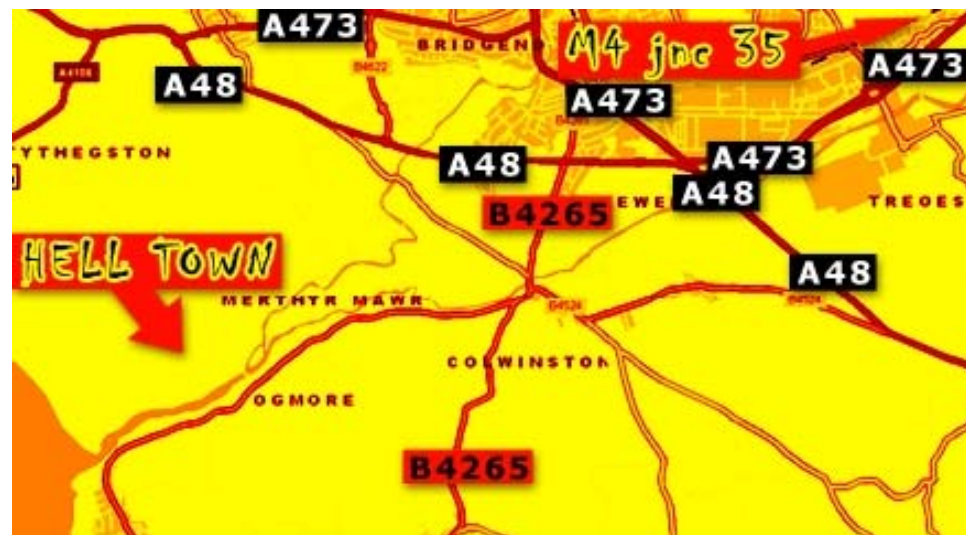
The Landsers defending this stretch of beach are not the usual collection of Fortification troops, but include elements of elite Panzer and SS Regiments . Having fought in Russia, Afrika and Europe, they will be aware that the eyes of the Reich are on them , and will not yield ground without great loss.

D-Day will be won or lost in these crucial first few hours, with the Allies needing to get off the beach and push inland to establish a Forward Command Point to support the waves of troops following up. If the Allies are successful in establishing a beachhead, then their next task will be to clear the roads and tracks allowing armour and reinforcements inland, all the while under threat of German counter attacks that could scupper their invasion within the first six hours of landing on French soil .

Intelligence has also suggested that the Germans have heavy artillery hidden deep within woods approximately 1km behind the beach , and if the Allies can't break through quickly, then Airborne troops will be used to attack these guns . Destruction of this threat will be key to the Allies making progress up the beach .

On D-Day +1 from dawn till midday, the battle will take to the hinterland, as both sides wrestle to control the many vital points of defence and communication . This will be a war of annihilation, as both sides fight full out to push the other out of areas of control.

There can be only one Victor, your blood sweat and tears will decide who .



Candleston Campsite

Directions:

Take the M4 to J35.

Turn onto the A473 towards Bridgend.

At the 3rd roundabout go straight over, joining the A48 Northbound.

At the 2nd roundabout turn left onto the B4265, sign posted to Ogmore-by-Sea.

Take the next proper right hand turn sign posted to Merthyr Mawr.

Take next proper left hand turn again sign posted to Merthyr Mawr.

Follow the road into Merthyr Mawr village and at the junction in the village stay to the right.

Follow the road out of village until it ends in a car park.

At the entrance to the car park go through the left hand gate (it may be shut - if so just open it, and close it again behind you) into the forested area.

Drive along the left hand track until you reach the event parking area.

Well soldier you've booked on and are about to be transported to June 6th 1944 for a battle like no other. For two days you will live and breathe 1944 and experience the beach landing and battles that followed to try and capture Normandy. Both Axis and Allies will have objectives throughout the weekend with the Axis controlling all the key locations to begin with.

Referees

Due to the size of the site and numbers taking part, there will be a number of refs keeping an eye on the action, dealing with any issues be them in-game or out of game so you, the player can enjoy the experience.

They will be clearly identifiable. Each ref will carry a radio, whistle and med pack for scratches and scrapes. Marshals will also be present to help with keeping the public away and keeping the game running smoothly.

We hope to have the St Johns on board as well although this will be confirmed closer to the event .

Arrival at D-Day

When you arrive you'll be greeted by a game ref who will check you off the list and point you in the direction of your camp! Please unload your car and return it to the car park as soon as possible! After setting up you camp you need to register with your CP.

Equipment and gun hire will be set up at the retailer's section. You'll be given a docket to hand in to get your equipment.

We ask all players to arrive any time Friday till 10pm for registration and NO later than 9am Sat morning.

10am site and game briefing

11am All players are to make their way to the starting point on the beach.

12pm Kick off an the start of D-Day

Game will slow down at 8pm and come to a close 10pm continuing Sunday morning with a 6am roll call for an 8am kick off.

Your Comfort – this is important

Players are strongly advised to consider their personal comfort should the weather be less than perfect. Bring spare uniform if you have it, even if it's non authentic , better to play the Sunday in Flecktarn or Olive Drabs than in your soaking cold uniform from Saturday . Spare boots if you have them are also a good idea, as are four or five spare pairs of socks- a change of socks every six hours is a great boost if you are wet . Also a good idea are Zelts and Ponchos which can be bought cheaply from Surplus and Ebay suppliers . Helmets generally keep your head much dryer than fabric headgear.

If you don't plan on leaving your sleeping gear in the car during the day on the Saturday then bring either bin bags or ideally a Gortex Bivi bag to keep it all dry whilst it's in your tent.

There is running tap water on site , but please make sure you bring plenty of food to keep you going and stuff to make hot brews . A small thermos tucked away in your webbing is another good way of keeping you going .

The site has several large building with hot showers and proper loo's and fire's will be going throughout the night , so there will be chance to return to some sense of normality after 12 hours or so living in 1944 .

Units

The ALLIED forces will be put into Platoons commanded by Lieutenants and they will be attached to Companies commanded by Captains (Marshals). The highest-ranking soldier in the field for the Allies will be the Colonel, Head marshal for that side and an overall game organiser. The platoons will be made up of groups of mates and kept together with the odd guys attached. These are your comrades in arms, your band of brothers.

The AXIS will be in commanded units controlled by their Colonels under direct command of their Major.

Command

GMA's Colonel Smith (Josh) will be over all Command the ALLIES,

CIA's Major Chomley (Guy) will be over all Command the AXIS.

Radio Packs

GMA will be providing all the in game radios for the weekend in the form of backpack radios, carried by the Captains. No other radio communications will be allowed!

Marshals

The Marshals will be playing key roles during the battle weekend to help the refs and Games operations deliver a fluid, realistic weekend and help the players get the most out of the weekend. They will be able to keep in contact with their Colonel throughout the game so the units can co-ordinate attacks and defence.

GUNMAN will be providing a number of marshal driven vehicles to be used in the game as well as field artillery, outposts, gun emplacements and the very best props and set dressings. GUNMAN is made up of experienced Live Action organisers that have been running professional events since 1993.

Retailers

Airsoft Armoury is kindly supporting the event with retail for Rifles, Pistol and BBs as well as all the usual accessories

<http://www.airsoftarmoury.co.uk>

Soldier of Fortune are also supporting the event with all your 2WW uniforms, clothing, equipment and assault gear.

<http://www.sofmilitary.co.uk>

Tony Lewis from TLFX is retailing Pyro and providing all the big bangs over the weekend.

GMA: gun, uniform and equipment hire.