

Scenario Paintball Explained

A scenario game is different from a standard recreational game. A scenario has a storyline, roles to play, missions to complete, props to collect and typically has many more players than a normal day of play. As such, it requires more of each player. Always remember that this is a game and is meant to be enjoyable and fun. It will take time to develop the experience necessary to be a grizzled veteran, so enjoy the ride.

When you first arrive at the game you will receive your ID badge, medic card and any other documentation to go along with the game. Be sure to read this carefully as it will be key to your success on the field. Keep your ID badge on you at all time as your team's general and his staff will need to see it to verify your identity. Knowing the rules and storyline ensure that you will understand what's happening and be able to maximize your enjoyment of the game.

After you are checked in, purchase your paint, get your equipment, and chronograph your paintball marker. If you are renting, go to the rental desk and pick up your equipment there. Make sure your paintball marker is shooting less than 280 feet per second (fps).

Next, head to your insertion point to get your hopper tape. You will be asked to verify that you are shooting under 280fps and asked to show your ID card and/or wristband. The referee there will tape your hopper up with the appropriate color to represent the side you are playing for.

You are now ready to play! What you do next is up to you: you can find your general and ask to be included on mission teams, hunt for props, gather intelligence, or just go out and find people to shoot on the other team. Remember, there is a lot to do in a scenario game at any point in time. There are plenty of experienced players who have done it all at one point or another, so don't be afraid to ask questions and get involved. The more you engage in the game, the more fun you will have. Be ready to think on your feet, be creative and adapt to a constantly changing situation.

Be sure to play and act in a sportsmanlike manner. This is a game to have fun with, not a place to curse, scream and cheat. If you see a player cheating or interrupting the game with their behavior, find the nearest ref or game manager and let them know.

Good luck out there, and have fun!

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Safety Rules

- 1) **Goggles:** Goggles must be worn on or near the playing field! Goggles must be in good working order and lenses must not be cracked. If your goggles fog or are covered in paint to the point where you cannot see, call a ref for help. In addition to goggles, it's recommended that you wear neck and groin protection. Players not wearing goggles on the field will be removed.
- 2) **No firing off the field:** Only fire your gun at the range or in the game. Do not dry fire your gun in the campsite or anywhere but a goggles on area. Nobody wants to lose an eye the one time you make a mistake and accidentally chamber a paintball before firing.
- 3) **Chrono under 280fps:** A ref will verify you are within the legal limit at the insertion point.
- 4) **Barrel plugs/socks:** These are mandatory when you are off the field.
- 5) **Air Horns:** If you hear an air horn, cease firing immediately! Air horns are used by Skirmish to signal an injured player or unsafe situation. Players must put their guns on the ground and take a knee until the refs signal game on. Sounding your own air horn will result in your ejection from the game.
- 6) **No overshooting:** Do not shoot a player more than once!
- 7) **No alcohol, drugs and fireworks:** Anyone under the influence will be removed from the premises. Fireworks are a violation of PA state law. Anyone with these items will have them confiscated and will be removed from the premises without refund!
- 8) **Field paint only:** Only paintballs purchased from Skirmish USA are permitted on the field. Anyone caught with any brand of paintballs other than what is sold by Skirmish USA will be removed and banned from playing in the game without refund. Use of foreign objects in substitution of paintballs will result in arrest and prosecution.
- 9) **Refs have the final say:** If you have a dispute on the field, call for a ref to resolve it.
- 10) **Equipment:** You are responsible for your equipment. Keep your goggles, marker and barrel plugs in your possession at all times. Skirmish USA is not responsible for lost items.
- 11) **Injury:** Paintball is an extreme sport and serious injury may occur. Skirmish USA assumes no responsibility for personal injury; including but not limited to, negligence and faulty equipment. You are playing at your own risk. You will be asked to sign a waiver acknowledging this before you play.
- 12) **Garbage:** Smoke only in the picnic areas and properly dispose of your cigarettes. Do not take cans, bottles, food or other nonessential items on the playing field. Keep your area clean and use the trashcans provided.
- 13) **Illegal objects:** It is illegal to use anything that can be a hazard to yourself or other players in the game. Examples are: flares, tripwires, laser pointers, etc.
- 14) **Wildlife:** Do not break or uproot any living plants or disturb wildlife. Anyone shooting at or near wildlife will be removed from the game.

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Grounds for Ejection

All of the rules on this sheet are essential to a safe game. Violation any of these rules will result in your immediate ejection from the premises, with the potential for an arrest.

Do not test these rules!

- 1) **Alcohol/Drugs are prohibited:** Anyone under the influence will be ejected from the game.
- 2) **Fireworks are prohibited:** Uses of fireworks are in violation of PA state law and are a fire hazard. Anyone with fireworks will have them confiscated, placed under arrest and will be removed from the premises.
- 3) **Field paint only.** Only paintballs purchased from Skirmish USA are permitted on the field. Anyone caught with any brand of paintballs other than what is sold by Skirmish USA will be removed and banned from playing in the game without refund. Use of foreign objects in substitution of paintballs will result in arrest and prosecution.
- 4) **Air horns signal a cease-fire:** If you hear an air horn, immediately drop to one knee, place your marker on the ground and do not move until the referees have given an all-clear signal. Cease-fires are called when a player has an emergency or when an unsafe situation has developed – respect the call to a cease-fire, because next time it could be you it is being called upon to protect! Anyone interfering with or attempting to fake a cease-fire will be ejected from the game.

Special Rules

Bunkers: Players are not allowed to move or introduce bunkers or barriers prior to or during the game without the scenario director's approval.

Player Insertions: Players are only allowed to insert through their respective insertion point. Insertion points for each team will be clearly marked. In some scenario games, due the large playing field, there may be special insertion points that can be shared among multiple teams. These special insertion points will often be restricted or limited for safety reasons. You may ask the referee who is stationed at these insertion points for the specifics regarding the insertion restrictions.

Scenario Format

- 1) **Missions:** Each team will receive missions from the game director throughout the game. The general will assign a mission leader and they will attempt to complete the mission. To participate in missions, talk to your general or command staff.
- 2) **Field Points:** Most fields will contain a scoring station. At specific times throughout the game, specific locations will be worth points. Typically, a flag must be raised or a "flip stick" must be flipped to signify that your team has captured that location to score the corresponding points for that location.

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- 3) **Props:** Props are items that add to the game's storyline and are worth points for your side. Props can be acquired in lieu of points at some field scoring stations, found on the field or traded for. Props can only be taken off the field when being turned in to the game director for points at the proper time. If you are eliminated while carrying a prop, drop it on the ground!
- 4) **Extra Teams Entities:** In some games, there will be a small team of players in addition to the two main teams. These teams will be important to your commander and can be hired or bartered with. Be aware that this team may be playing for or against you at different times. You will need to figure out how to determine if they are a friend or a foe.

Scenario Roles

To acquire a role, contact the general for your side. They will assign you the role the day of the game. You will turn in your ID card and receive a new one identifying you as the role you have been assigned. Not all scenario games will utilize all of these roles.

- 1) **General, XO and HQ Staff:** The general of your side is your overall commander and is responsible for leading you to victory. They are assisted by Executive officers (XOs) and other staff in the HQ.
- 2) **Ambassador:** Ambassadors are tasked with negotiating with the other teams in the game for information, props, etc.
- 3) **Artillery/Demolitions Officer:** Artillery Officers are given artillery rounds. If they successfully hit the enemy HQ with their artillery, they will gain points for their side. Each round can only be used once and is not considered a prop.
- 4) **Sniper:** Snipers are given special paint and are tasked with eliminating enemy generals and XOs. If they mark the enemy general with their paint, they earn points for their team.
- 5) **Spies:** Spies are players who are given the opposing team's credentials. They attempt to gather information about the other team and report it back to their side. They are the only players allowed to wear the opposing team's tape and ID Badge.

Eliminations

- 1) **Standard Elimination:** If you are hit anywhere and the ball breaks, you're out. If you are hit with paint from a grenade, you're out. Gun hits are an exception and do not count.
- 2) **Barrel Tag:** Barrel Tags do not eliminate players. You can only eliminate a player by shooting them or hitting them with splatter from a grenade.
- 3) **Walking out of bounds:** If you leave the field of play, you're eliminated and you must return to your insertion point to return to play. A medic cannot heal you if you walk out of bounds.

Once you are eliminated, you have two options:

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- 1) **Find a medic ref:** There will be referees mark your medic card to put you back in the game. After three marks, you must leave for your reinsertion point.
- 2) **Reinsert:** Leave the field and go back to your reinsertion point. The referee there will tell you when you can reenter. You may only insert at your team's insertion point! Do not insert yourself at another team's insertion point. Doing so can have you ejected from the game!

Remember, dead players do not talk! The only thing an eliminated player is allowed to communicate is the fact that they are out. If a player on your team asks you a question, and you're out, the only legal answer is to tell them you're dead.

Required Scenario Materials

- 1) **Hopper Tape:** To get your hopper tape, go to your insertion point. You will be asked to chronograph your gun and show your wristband. The ref there will tape your hopper the appropriate color after you chronograph under the legal field limit. This is the only legal way to acquire hopper tape. Bringing your own tape, picking tape up off the ground, getting tape from other players, etc. is prohibited and in violation of game and field rules.
- 2) **ID Cards:** You will be given an ID card when you check in. **DO NOT LOSE THIS CARD!** The card identifies which team you play for and what your role will be. It is important that you keep it with you at all times.
- 3) **Medic Cards:** You will receive a medic card with your ID card. Your medic card allows you to be healed on the field either by a ref or a player medic. They will mark one of the slots on your medic card, wipe off your hit, and you may continue to play. Every third mark, you will have to leave the field of play and reinsert into the game at your designated insertion point.

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