

Paintball Field Basic Scenario Rules  
These rules apply to all Scenario Games  
(Version. 1.7, 3/13/11)

How to Disable a Tank?

1. Hitting a Tank with a Grenade will disable the Tank for 5 minutes, While disabled a tank CANNOT move but can still shoot,

The Grenade must make direct contact with the tank, Paint from the Grenade doesn't count as a hit.

---

How to kill a Tank?

1. Hitting the tank with a anti-tank weapon such as an RPG, Tank Mine, Etcetera.
2. Hit the tank with a grenade to disable the tank then while it is disabled plant a Demolition charge on the tank for 30 sec after the demolition has gone off the tank is dead, you can ONLY plant a Demolition Charge on the tank if it has been disabled.

---

How to repair a Tank?

1. A Tank(s) CANNOT be repaired on the field if they die they must wait 5 minutes before returning to respond point.

---

How to tell if a Tank is dead?

1. A Flag or Light will be placed on the tank to show that it has been killed.

---

How to destroy Forts or Bunkers?

1. Certain Forts or Bunkers can be destroyed Either by an RPG or Demolition Charge.
2. An RPG must hit the Fort or Bunk Directly to be counted as a hit.  
It CANNOT hit any other object or bounce off the ground before it hits the Fort or Bunker, doing so it will be counted as a miss.

---

How to repair Forts or Bunkers?

1. To repair a Fort or Bunker you need an Engineer to go to the Fort or Bunker and repair it.

How to tell if a Fort or Bunker is Destroyed?

1. If a Fort or Bunk is destroyed a Flag will be hung on the Fort or Bunker to show it is destroyed.
2. You CANNOT enter a Fort or Bunker that has been Destroyed, However you can use the Fort or Bunk for cover but you must be standing on the outside of it.

---

Can other thing besides Forts and Bunkers be destroyed?

1. Not unless specified by a Referee for a special Prop or Scenario.

---

What are the Special Roles?

1. Special Roles are Player(s) with special privileges.

---

How many Special Roles are there?

There are 6 Special Roles.

1. Team Commander (Leads the team and can call in assets)
2. Medic (Can Revive Player(s) on the field)
3. Engineer (Can Repair and can use special props)
4. Demolition Expert (Can use demo-charges and disarm bombs)
5. RPG-Gunner (Can use an RPG to destroy tanks, forts & bunkers)
6. Shield Tanker (Can carry a Riot Shield on the field)

---

Shield Tanker Rules

1. A Shield Tanker can carry 1 shield at a time.
2. Any hit to the shield does not count a hit to the Shield Tanker.
3. Only a Shield Tanker can carry a Riot Shield.

---

What are the requirements for a Medic?

1. Only someone given permission by a Referee can be a Medic.
2. You must understand and follow all rules related to a medic.
3. All Medics must wear a Medic Band.

What are the rule for a Medic?

1. A player(s) Must Call for a medic before the Medic can attempt to resurrect the player.
2. A player(s) CANNOT call for a Medic if he/she has taken more then 2 steps from where he/she was shot from.
3. A player(s) CANNOT call for a Medic if he/she has been shot in the head.
4. A player(s) CANNOT Call a Medic if he/she has already called himself/herself Out.
5. A Medic is required to remove any large areas of paint on the player and wait 5 seconds before the player is revived.
6. A player(s) can only wait for 2 minute for a medic if no medic arrives after 2 minutes or the player is shot again the player is dead and must go to his/her respond point.
7. A Medic can move a player by grabbing the player's arm and walking the player to a safe spot within 50 feet of where the player was shot to revive the player.
8. If the Medic is killed while reviving or moving a player both the medic and player that the medic was reviving is dead.

---

Who can plant a Demolition Charge?

1. A Demolition Expert is the only one who can plant, handle, carry or disarm a Demolition Charge.

---

What are the rules for props?

1. Any Player who dies while carrying a prop must Drop the prop where he/she dies.
2. Any Prop with the other teams Color Band on it CANNOT be move picked up or hidden, however it can be guarded.
3. Only a referee can place a teams color band on a prop

and this is only for certain scenarios.

4. All props NOT in a team's Resurrection Point can be stolen by the other team as long as it does not have their color band on it.

What are the Gold & Silver bricks for?

1. Gold & Silver Bricks can be used to purchase assets in the game.
2. Only the Team Commander can purchase assets.
3. Any player may pick up a Gold or Silver brick(s) and take it to their team's Resurrection Point.
4. If a Player dies while carrying a Gold or Silver brick they must drop it where they died.

---

How many bricks do you need to get stuff?

1. 3 Golds & 1 Silver buys a tank for 15 min.
2. 1 Gold & 1 Silver buys Intelligence.
3. 3 Silvers will buy Intelligence.

---

Who can use Grenades & Smoke Grenades?

1. Any player(s) can use a grenade or smoke grenade.
2. Smoke Grenades CANNOT be home made, Only certified grenades are allowed, This is to prevent fires on the field.