

Paintball Games

Assassins

As with all games of paintball, remember to follow all safety rules, make sure everyone knows the rules before starting and always use common sense.

Requirements

A group of players with their names on cards.

Setup

Players stand in a circle with their cards that have their names and a description of what they are wearing. Each player then passes their cards to the player to their left. A referee will tell the players to continue to pass cards to their left for a random amount of time. At that point, everyone takes the card in their hand and has one minute to hide anywhere on the field.

Rules

Players are only allowed to shoot the person whose name is on the card they hold. When a player successfully shoots the player who he is hunting he then takes that player's card. The player then hunts out the player who is on that card. A player who shoots and doesn't have that player's card is disqualified. The game continues until all players but one are eliminated or until a time limit is reached. Each player retains the cards of all the players they have eliminated. For example, if Player A shoots Player B and B has already eliminated C and D, B keeps the cards of C and D and leaves the field and only gives A the card of the player he is currently hunting.

Victory

The player who has collected the most cards at the end of the game is the winner.

Strategy

Trust nobody. Hunt for your target but treat every opposing player as if they have your name.

Variation

When you eliminate a player you also get all the cards that player has already earned. This way, whoever is the last player on the field will have all the other cards and will be the winner.

Paintball Games

Bounty Hunters

As with all games of paintball, remember to follow all safety rules, make sure everyone knows the rules before starting and always use common sense.

Requirements

One fugitive and 4-6 bounty hunters.

Setup

The fugitive is given one minute to hide on the field and the bounty hunters all start together at the home base.

Rules

The goal is for the bounty hunters to capture the fugitive by shooting him on the arms or legs or by touching him. A shot to the body results in a tie (a dead fugitive means no reward for the bounty hunters). The fugitive can shoot the bounty hunters anywhere on the body to eliminate them.

Victory

The bounty hunters must capture the fugitive within a certain time limit (15-20 minutes is usually good). The fugitive wins by eliminating all the bounty hunters or surviving to the end of the time limit.

Strategy

The fugitive must hide well and use the clock to his advantage. By forcing the bounty hunters to separate to cover the field, the fugitive has a better chance at picking off the bounty hunters one by one and at the same time use up the clock.

The bounty hunters must focus on surrounding the fugitive and slowly advancing in on him. Since this can take a lot of time, find the fugitive as quickly as possible and then plan your assault. Remember, since a body or head shot will result in a tie, try your best to avoid firing until you have a clear shot at the arms or legs.

Variation

Give the bounty hunters pumps and give the fugitive a semi-automatic.

Paintball Games

Snipers

As with all games of paintball, remember to follow all safety rules, make sure everyone knows the rules before starting and always use common sense.

Requirements

Two teams, three ballons, a timer and an air horn. It's best to play this on a larger field with significant amounts of brush and cover.

Setup

Start off by inflating the ballons and attaching them to trees or poles throughout the field. Divide the teams into two groups: guards and snipers. The snipers each have a set number of paintballs (around 10-15 is good) and have three minutes to hide wherever they want to on the field as long as they are not within 30 paces of a ballon. The guards start at one base with their backs towards the snipers and have the same number of paintballs.

Rules

When the air horn blows the guards have thirty seconds to seek out and eliminate any snipers they find. After thirty seconds the air horn blows again and the snipers are now able to fire.

Victory

The guards win by eliminating all the snipers. The snipers win by either eliminating all the guards or popping all the ballons by shooting them or by eliminating all the guards. If neither side has won after an agreed upon time (10-20 minutes), it's a tie.

Strategy

With a limited number of paintballs, the key is to make sure you have a shot before you pull the trigger. If you're the snipers either work as a team to get the ballons or else work as a team to get the guards. If you're the guards, try to find and eliminate as many snipers as you can in the first thirty seconds and then systematically search the field while keeping the ballons well-guarded.

Variation 1

Don't let the snipers use hoppers and make them feed each ball one at a time.

Paintball Games

Necromancer

As with all games of paintball, remember to follow all safety rules, make sure everyone knows the rules before starting and always use common sense.

Requirements

Two teams, a timer and an air horn.

Setup

Teams are placed on opposite sides of the field. In the center of the field there's an air horn.

Rules

It's a game of elimination with one simple exception: each team has the option of bringing back their players from the dead once by blowing the air horn. Team 1 brings their teammates back by blowing the air horn once and team 2 blows the horn twice. Choose a time length that's good for your field size and the number of players involved - twenty minutes is usually about right.

Victory

The team with the most players left when the time is up wins.

Strategy

A good team plan is key to winning at Necromancer. Do you blow the horn at the first or do you risk not even getting to the horn as time runs out? Do you surround the horn and prevent the other team from ever blowing it or do you ignore the horn and just focus on eliminating the other team early on? Whatever your strategy, just make sure your whole team is on board and you work together.

Variation 1

Only allow the first team to get to the horn to raise their dead.

Variation 2

Only allow teams to blow the horn if they get to the horn in the first half of the game.

Paintball Games

Deathball

Requirements

Two teams, one referee with a stopwatch and a smaller field.

Setup

Teams are placed on opposite ends of the field with a set number of paintballs (5 or fewer, depending on the skill level of the player). The referee will sit in the middle of the field to quickly call people out and keep careful watch of the time.

Rules

When the game starts, each team must try to get as many players as possible to the opposite side of the field. Normal rules apply for eliminations, but players don't leave the field, they simply raise their gun and wait for the game to end. After one minute the referee stops the game and one point is awarded for each player who has successfully made it to the opposite end without being eliminated. Multiple rounds can be played and the scores combined by simply restarting the game each time from opposite sides of the field.

Victory

The team with the most players to successfully make it across the field within one minute wins.

Variations

Flags can be placed throughout the field and any flag that is captured is also worth one point. Alternatively, points can be scored either for successfully crossing the field or for eliminating an opposing player.

Paintball Games

Off-Handed

Requirements

Any type of game such as capture the flag or elimination is suitable. Just prepare for that game and then apply the new rules.

Setup

Follow the rules for the type of game you are playing. You may use whatever gun you want, but you must use your non-dominant hand. If you typically shoot with your right hand on the trigger, you must use your left hand or if you typically use your left hand, you must use your right.

Rules

All general rules of paintball apply, and remember to be safe. When both teams are ready, the game begins when someone shouts, "Game on!" The goal of each team is to accomplish the mission of whichever game type you are playing (such as capturing your opponent's flag or eliminating your opponent's entire team). You may only use your non-dominant hand throughout the game - no exceptions.

Victory

A team wins by accomplishing the objective of the game you are playing as long as nobody on the team has violated any of the rules.

Paintball Games

Pocket Full of Balls

While it's often exciting to shoot a stream of paintballs as fast as you can pull the trigger, sometimes it's nice to slow things down a little bit so the focus is on accuracy and positioning rather than the speed of your fingers. The simple way to slow things down is to remove all hoppers and play one shot at a time.

Requirements

Any type of game such as capture the flag or elimination is suitable. Just prepare for that game and then apply the new rules.

Setup

Follow the rules for the type of game you are playing. You may use whatever gun you want, but no hoppers are allowed. You may carry as much extra paint as you want in your pockets or in pods, but you must manually load them with your hand. Remember to clearly define boundaries and a time limit before you begin.

Rules

All general rules of paintball apply, and remember to be safe. When both teams are ready, the game begins when someone shouts, "Game on!" The goal of each team is to accomplish the mission of whichever game type you are playing (such as capturing your opponent's flag or eliminating your opponent's entire team). You may not use a hopper, so you must manually load your gun to shoot. Creativity is key, so whether you're making a small hopper out of your fist, running with your hand over your feed neck or filling your buddy's gun for him you are within the rules.

Victory

A team wins by accomplishing the objective of the game you are playing as long as nobody on the team has violated any of the rules.

Paintball Games

VIP

Rather than focusing on eliminating the other team, wouldn't it be easier to narrow your focus onto one opposing player? VIP places you with the responsibility of protecting your VIP while also attempting to eliminate your opponent's.

Requirements

A field and some players. You should have at least three players per team but you can play with more. More than about eight to ten players per team might be too many.

Setup

Establish two bases at opposing ends of your field and position. Divide your group into two teams and position each team at a base and have each team elect a VIP. Make sure that the teams know who the VIP is on the opposing team and that the field boundaries are clearly defined. Before you begin, also establish a time limit for the game - twenty minutes usually is about right, but depending on the number of players it could be longer or shorter.

Rules

All general rules of paintball apply, and remember to be safe. When both teams are ready, the game begins when someone shouts "Game on!" The goal of each team is to eliminate the opposing team's VIP while protecting their own. A player is out and must leave the field if a paintball breaks on him or he calls himself out for any reason. Depending on how you want to play the VIP can play with a gun, but it is often more exciting for the VIP to be unarmed.

Victory

A team wins by eliminating the opposing team's VIP.

Paintball Games

Base Capture

Base Capture is a simple variation of capture the flag that encourages quick games and mad dashes but requires significant amounts of strategy to successfully compete.

Requirements

The setup and requirements for base capture is the same as the setup for capture the flag, you need a field, two flags and some players. Flags can be as elaborate as a 3x5 foot flag on a pole or as simple as a plastic bag hanging on a tree. You should have at least four players but you can play with as many as you want - just make sure that your field is large enough to handle your numbers and not too big for a small group.

Setup

Establish two bases at opposing ends of your field and position a flag at each of these bases (hanging from a tree, on a flagpole, etc). Divide your group into two teams and position each team at a base. Make sure that both teams know where both flags are positioned and that the field boundaries are clearly defined. Before you begin, also establish a time limit for the game - twenty minutes usually is about right, but depending on the number of players it could be longer or shorter.

Rules

All general rules of paintball apply, and remember to be safe. When both teams are ready, the game begins when someone shouts, "Game on!" The goal of each team is to capture the opposing flag by simply touching it without getting hit. A player is out and must leave the field if a paintball breaks on him or he calls himself out for any reason. A team may not move their own flag under any circumstance.

Victory

A team wins by eliminating all the players of the opposing team or by touching the opposing team's flag.

Strategy

Since there is no need to return the flag to your own base, base capture sometimes requires you to gather your courage and charge like mad for the flag. The secret to victory is not to carefully plan a prolonged assault on a base but to simply plan a quick attack that will allow one player to get close enough to touch the flag.

Paintball Games

Center Flag

Capture the flag is a classic version of paintball and a simple variation keeps things interesting - there's only one flag instead of two. Center flag is fast paced and requires you think, shoot and move quickly.

Setup

Similar to classic capture the flag, two teams must position themselves at opposite ends of the field. Rather than placing a flag at the base of either team, only one flag is placed in the center of the field.

Goal

There are two variations of center flag - push it and pull it. If you push it, the center flag must be captured by a team and then pushed towards the opposing team's base. Pulling the flag means that once you capture the flag you must return it to your own starting base.

Strategy

The secret to center flag is to move fast and to shoot lots. Right at the start be sure to run as fast as you can and either grab the flag or at least take up position as close as possible to it. Whether you are trying to push or pull the flag, the team that first gains control of the flag typically wins. Often, the game is decided by a player who is willing to rush under fire and take a shot at grabbing the flag.

Paintball Games

Capture the Flag

Capture the flag is one of the most basic variations of paintball, but it is also one of the most fun to play. While the premise is simple, you can invent countless strategies and techniques to keep you constantly coming back for more.

Requirements

A field, two flags and some players. Flags can be as elaborate as a 3x5 foot flag on a pole or as simple as a plastic bag hanging on a tree. You should have at least four players but you can play with as many as you want - just make sure that your field is large enough to handle your numbers and not too big for a small group.

Setup

Establish two bases at opposing ends of your field and position a flag at each of these bases (hanging from a tree, on a flagpole, etc). Divide your group into two teams and position each team at a base. Make sure that both teams know where both flags are positioned and that the field boundaries are clearly defined. Before you begin, also establish a time limit for the game - twenty minutes usually is about right, but depending on the number of players it could be longer or shorter.

Rules

All general rules of paintball apply, and remember to be safe. When both teams are ready, the game begins when someone shouts, "Game on!" The goal of each team is to capture the opposing flag and return it to their own base without getting hit. A player is out and must leave the field if a paintball breaks on him or he calls himself out for any reason. If a player is carrying the flag when he is hit, he must immediately drop it. A team may not move their own flag unless an opposing player has first moved their flag and is eliminated, then the team may return the flag to its starting position if they desire.

Victory

A team wins by eliminating all the players of the opposing team or capturing the opposing team's flag and returning it to their own base.

Paintball Games

Jungle Paintball

I'll be the first to admit that I've never played paintball in a tropical jungle. That doesn't mean, though, that I haven't played a form of paintball that I like to call "Jungle Paintball." Jungle Paintball consists of playing paintball outdoors (obviously) on a field that is full of dense plant growth and thick foliage. Not only does the plant density limit your ability to run in straight lines, but it drastically affects your shot as the leaves, grass and twigs cause paintballs to break long before they can break on your intended target. I remember emptying close to a hopper while trying to hit an opposing player that seemed to be right in front of me - by the time the game was over he was coated in spray and broken shells, but no balls made it through his protective wall of leaves.

To many people Jungle Paintball doubtlessly seems like very little fun as the classic game of angles, movement and speed are basically negated. That, though, is precisely the point as players are forced to completely rethink their strategy and come up with novel approaches to the game, which can later be applied to more traditional paintball settings. Additionally, it's a great way to play paintball in a small area with few people - just two players can enjoy a great, competitive game when they focus on moving and reacting to their opponent in a new way.

I don't recommend that you plan a day of Jungle Paintball, but if you have an overgrown section of your favorite field or if you have a background that looks like a jungle, or if you're just looking for a new variation on paintball, it might be just the thing to try out.