

Crusader Paintball
Game Variations

Last Updated

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Game Add-Ins

- What are Game Add-Ins?
 - They are special rules that can be added to Elimination game types. They may be added to other game types as well, but remember that in most cases simplicity is key. It's hard to remember several different rules for a single 10 minute match... so Keep it Simple!

Props

Flags

Flags are marked objects meant to be carried by a single player from a designated zone, to a designated zone. The 2 most common uses are Single Flag, in which a single flag is placed in the middle of the field and players must capture it, or Capture the Flag, in which players must take the flag from the opponents' base back to their base.

Bombs

Bombs are small to medium sized objects (usually, a football, fake dynamite, or briefcase) that are carried by a single player. It typically is used as the main objective- one team must escort the bomb to a destination zone in a time frame to "detonate" a target. May also have a detonation period.

Crates

Crates are wooden boxes that may only be carried by 2 players- 1 player may not drag a crate. Crates can be anything- 'nuclear missiles', 'medical supplies', 'deposit money', 'drugs', 'munitions', etc. If a carrier is eliminated, the other carrier must drop the crate immediately. Uses include- prerequisites for 'airstrikes' (carry crate to designated zone in order to be able to call air strike), as the sole objective (carry bomb/munitions/money to DZ, achieve victory), and more.

DZ

The DZ, or Designated Zone, is an area on the field of special interest to the mission. The DZ can receive many different properties, names, etc. "Base", "Flag Station", "Spawn Point", these are all DZ's. Physically, a DZ is an area, usually bunker or small collection of bunkers.

VIP

Very Important Person, the VIP is similar to the DZ in that s/he can receive many different names or properties. Typically, the VIP is an unarmed combatant, and usually must be kept alive in the respective game type. Most game types that include a VIP usually bestow special abilities to the VIP, as a tradeoff for being unarmed.

Medic

The Medic is a player who has the unique ability of 'healing' a hit player. A player who is hit must remain in their bunker; the medic must go to them. Headshots may not be healed (neck is included in 'headshot'). A player can only be healed once. To heal, the medic must tie a length of rope around the players arm. The medic must carry their medic pouch at all times, and cannot heal himself. If a player has more than 1 hit, they cannot be saved.

Rogue Spear

This refers to the act of a hit simulating what a 'bullet' would do if a player were, in fact, to be shot. Meaning, if a player is shot in the right arm, they may no longer use that arm, etc. Typically, in Rogue Spear, players are eliminated if their total hits satisfy one of these categories- 1) 3 limb hits (including successive to already hit limbs) 2) 1 Torso hit and a torso or limb hit, 3) headshot (neck counts). If a player uses a limb that is disabled, they are eliminated from game.

Respawns

Respawning means that any hit on a player is wiped from a player, and they are re-inserted into the current game at their respective starting point. Respawns might be “timed”, meaning that the player must wait a defined amount of time prior to being allowed back in the game

Guardians

Guardians are VIP-like in description, except they are armed. They also have the added benefit of not being able to be eliminated on their first hit, and can take whatever set number. Usually, when

Billy Ball

This add-in is strictly honor-based. Players can only take a single shot every 3 seconds. Some high-end markers have Billy Ball settings; these should be used if applicable.

Remember, anyone of the above game add-ins are enough to add to an elimination game to make a fun and interesting game... consider them Game Types themselves! These aren't restrictive either... we encourage new ideas!

Infection

Version 1.1

2 teams- Survivors vs. Infected/Zombies

Winning Conditions

(Survivors)- All Zombies eliminated

(Zombies)- Time Expires, all survivors infected

In Infection, the Zombie team starts off small- about 20-30% of the total participating players. They are assigned one half of the field, and must remain in this half at all times (IE- no moving to bunkers on other side). They are released into the game, and have up to 30 seconds to setup, pick bunkers, and get ready to start. The Survivors in the meantime are in squads of 2, 3 or 4, or as appropriate for the amount of players. Squads are sent into the arena in time intervals, so as to not overwhelm the zombies (25 seconds as a rule of thumb).

If a Zombie hits a Survivor, the Survivor will re-spawn as a Zombie. Zombies may take 2 body / limb shots, or 1 headshot until elimination. When a survivor is hit, they report to the Zombie 'Nest' (spawn area, where the flag is), wipe themselves clean, and join the zombies.

The Survivors must "cleanse the infection" in the appropriate time frame... otherwise, the Zombie Horde will be too strong, and will have taken the world!

Variants

Zombie Nest

In Zombie Nest mode, there is a second Nest, one in each corner of the zombie's area. The survivors are responsible for escorting a 'bomb' to one of the spawn stations and hold that position for 30 seconds to detonate. In this version, zombies never die- they just constantly respan

Head Zombie

One player is a VIP (Head Zombie). They may take 5 hits before elimination.

President

Single President, Double President, or Multi-Assassin teams

Winning Conditions

(Assassins)- Eliminate President

(Bodyguards)- Time Expires

President is one of the most dynamic games, allowing for multiple variations and game addition plug-ins. In the basic version, a President is selected. The President is an unarmed VIP. The President will then select their chosen Bodyguards. The amount selected is appropriate for the amount of players, for example if there are 10 total players, there would be 1 President and 3 Bodyguards- the remaining 6 players would be Assassins. Bodyguards are special- they are allowed 2 hits before falling. Upon receiving their first hit, the report to the referee, are wiped, then re-spawned immediately.

Similar to Infection, the match starts with the President and the Bodyguards allowed onto the field for 15 seconds ahead of the assassins. President and Bodyguard **MUST** be in the farther half of the field to start... but then may move where they please.

The President can only take a single shot prior to elimination. If eliminated, the Bodyguards lose. In 2 Team President, there are 2 Presidents, each with their own 2 bodyguards. The remaining players are split evenly and become the assassins for their respective team. Only Assassins may eliminate Presidents.

In Multi-Assassin President game type, there is 1 President with an appropriate amount of body guards. The remaining assassins are split into teams, at least 4 are necessary. The first assassin team to eliminate the President wins; Assassins may kill each other (so as to eliminate the competition!). Assassin teams should be spawned at regular intervals on the outside of the map; the President and Bodyguards take the Center.

Escort- One popular game add-in is the Escort mission; The President carries the Nuclear Football (a briefcase) and must bring it to a designated point on the map. The President must reach the goal prior to game time expiring. If time expires, **NO ONE** wins.

Crusades

Winning Conditions: Collect 2 opposing flags; retain at least one of your flags.

In Crusades, there are 4 teams (requires equal teams). Each team is one of 4 colors- Red, Blue, Green, and Yellow. Each team has 3 flags in their respective color. Players don't ever get eliminated; they leave the field only when they want. Once they leave the game area, they are done. Upon being hit, players report back to their flag base, and wait for the referee to wipe them clean and re-spawn them.

In order to win, one team must capture at least 2 other colored flags, and must still have at least one of their own. For example, Red team can capture a flag from Blue and Yellow, and must still have at least a single Red flag at their base. Once the appropriate flags have been captured, that team wins.

Civil War

Winning Conditions: destroy the opponent!

Civil War begins with each team standing in a straight line facing the opposing team, approximately 40 yards apart. One team will take the first volley. The order of play goes like this (as directed by referee):

Team 1-

- Players given chance to surrender
- Take Volley (Single shot per player)
- Take Step Forward
- Opposing team checked for hits (torso and head only)

Team 2-

- Players given chance to surrender
- Take Volley (Single Shot per Player)
- Take Step Forward
- Opposing Team Checked for hits

And repeat. Once players get within 10 yards, play ends; the team with the most players left standing wins.

Mini Games

Revolutionary War

In Revolutionary War, players play without a hopper, and NEED to have a squeegee. Play is exactly like regular elimination; however, in order to fire, players must place a single paintball in the end of their barrel, and then shove the paintball down the barrel into the chamber using the squeegee. This is supposed to represent musket-type guns, which were loaded in a similar fashion.

Freezeball

In Freezeball, the concept is simple. Upon being hit, the player remains in position. The player is 'frozen' until a teammate tags them, thus making them unfrozen. One team wins when the opposing team is entirely frozen. Usually not used with large groups.

Roots

"Roots" is a special, limited paint format. Going back to Paintball's roots, the game is simple team elimination; however, the players are limited on how much paint they may carry. The first rule is that there are no hoppers. Second, they may only carry a single paintball for each opposing member of a team. For example, in a 7v7 game each player may ONLY carry 7 paintballs... how they carry them is on them. Take your time, pick your shots!

Necromancer

In Necromancer, a variation/combination of Medic and Freezeball, one player on each team is the Necromancer. When a player is hit, they become "dead". Players will become "zombies" once any Necromancer touches them. Then, they become zombies for that Necromancer. One team loses once the Necromancer is eliminated.

Numbers

Teams: Individual **Players:** 10 or less

Winning conditions- Collect the most Numbers OR Last Man Standing

Rules-

Every player receives a number in sequence (for example, if 10 players, they are numbered 1-10). Players are essentially playing free for all, but with a twist- you may only shoot the person who's the next in sequence. For example, #5 may only eliminate #6. Once #5 eliminates #6, they take on #6's assignment. The highest numbered player goes after #1. There are 2 victory conditions- be the last remaining, or get the most eliminations!

Step Wars

Teams: 2 Teams (even) **Players:** Any

Winning Conditions: Last Team alive

Rules-

Similar to Civil War, in that there are turns. However, everyone is incorporated. Each turn, both teams move. Each player on each team can do 2 moves. Either A- Fire 1 shot or B- Take one step in any direction. You may do any combination of each. Teams start arm's length apart from their teammates, on opposite sides of the field.

Partner Ball

Teams: Partners

Players: Any

Winning Conditions: Last Team alive

Rules-

In Partner Ball, everyone picks a partner. This is played identical to 2-Team Free for All, except that in order to eliminate a player, you need to eliminate his partner too. If one partner goes down, his teammate can revive him by wiping him clean. A downed teammate cannot move, or fire- but is permitted to talk

Highlander / Backstabber

Teams: Even

Players: Any

Winning Conditions- Be the last one alive

Rules-

In Highlander, play is normal until the referee makes the call- HIGHLANDER. At this time, ALL PLAYERS are now technically playing free for all. Do you trust your partner or team, or will you stab them just as quickly? Remember- Only 1 Walks out Alive.

Alamo

Teams: 25% Defenders, 75% Attackers

Players: Mid-Large

Winning Conditions: Attackers- Remove flag Defenders- 10 minutes

Rules-

In the Alamo, the team of Defenders must hold a specified position. This position MUST be at least 30 feet from the edge of the field (IE- they can be surrounded). The attackers must remove the defenders flags. Defenders when eliminated are 'dead'... however, attackers never die. When hit, they walk back to their spawn point, and go right back into the action. If the defenders can hold for 10 minutes, they win!

Rangers vs. Snipers

Teams- 1 Team Rangers, Multi-Even-Team Snipers (Max 4 teams)

Players: Mid to Large

Winning Conditions: Rangers- Collect All Flags Snipers- Most Sniper Kills

Rules-

This is a fairly complicated game to understand at first. Each team has different objectives. The Rangers objective is to collect all the flags- 1 flag per sniper team, at a point of sniper's choosing. When Rangers may take 2 hits before death (except for headshots). When a Ranger eliminates a Sniper, he is eliminated. Rangers lose when they all die, they win when they have all flags.

The Snipers on each team wears armbands respective to their team color. They lose automatically if the Rangers collect their flag. They win only if they collect the most armbands. To collect an armband, they must eliminate an opposing sniper- and that sniper must hand over his personal armband (but not any he has collected)

One last element to the game- the snipers are released into the field prior to the rangers so they may setup. They have 30 seconds to do so. All sniper teams are on the same team, until one of the Rangers fires upon ANY sniper team. Then they may eliminate each other.

Guardian Angel

Teams: Even teams (don't limit yourself to two!) **Players:** Mid to Large

Winning Conditions: Eliminate all Competitors

Rules-

On each team, there is a 'Guardian Angel'. The Guardian Angel is unarmed, but, is impervious to earthly weapons. The Angel may do as they please except interrupt an opposing players ability to shoot, alter the field, etc. They can move wherever without fear of death. It is a crime to shoot an Angel!!! If you do shoot an angel, the angel chooses your fate- life or death. If an Angel forces a player to shoot them (intentionally running into their lane, etc) then they are not good of heart, and are a Fallen Angel... and are destroyed (eliminated)

The War of 1812

Teams- Americans, British (even)

Players: Any

Winning Conditions: Americans- Defeat the Brits (again) British- Take back your colonies

Rules-

War has progressed since the time of the Civil and Revolutionary War. In this game type, play begins exactly like Civil War. In this game however each team has a General. The General is permitted to give orders to their 'army'- giving that the orders are either 'March', 'Ready <pause> Aim <pause> Fire!', or 'Form Up'. First to kill the opposing general wins! *Play is still in turns- each general gives 1 order, then the other general, etc.

Commands: **March** – Players take 2 steps forward. **Ready, Aim, Fire** – Players drop to one knee (Ready) take aim (Aim) and shoot 1 shot (Fire). The players must have an appropriate pause between these calls. **Form Up** – Players tighten up and go shoulder to shoulder. This is important because if a player in front of the general, it leaves the general exposed!

Scavenger

Teams: Free for All

Players: Small

Winning Conditions: Last man standing (or team play)

Rules-

In this game, you get: 1 marker, 1 pod, 1 hopper, and 1 tank. Your hopper must be empty. The referee takes all the player's equipment and 'hides' it on the field (loosely... behind bunkers, etc. Nothing out of sight or reach). All players begin at the same spot. They must go out and find their equipment! No stealing or hiding of other player's equipment. So, find your 4 components and get to shooting!