

Have you got what it takes to lead a team of men and/ or women to victory?

Do you have the necessary skills needed to be a captain of a small group of mercenaries?



Have you got the balls (Paintballs that is), to take on a whole army?

Do you have the courage, determination, and bottle to win?

If your answer to the above four questions is yes.....
Then read on.

Paintball F.A.Q's

1) How much does it cost?

The cost very much depends on where you go, and how many people you want to play, but the cost per individual is usually in the region of £20 to begin with, which in most cases includes a semi-automatic gun and face protection. Some sites use pump-action guns instead of semi-automatic guns. On top of this, there may be a charge for the use of camouflage over-alls if needed, and then the cost of the paint and gas you use.

Some sites offer food as well as tea and coffee within your initial fee, whilst others only provide tea and coffee. You can always take along a pic-nic.

To start with, you get a full bottle of gas (which some sites charge to refill once empty – expect to be charged between an extra £1.00 - £2.00 per fill), which usually last's for about 4-500 paintballs. Some people do not need a refill because they do not shoot that many paintballs, whilst other urban warrior's get through several!

The paintballs are usually sold in bags of 100, 200 or larger. Most sites charge between 5p and 7p per ball, so a bag of 200 will cost you between £10.00 and £14.00. You can alternatively buy a box of paint (2000 balls), which may work out cheaper; if a box of paint costs £100.00, 4 people sharing the cost of the box, will end up with 500 paintballs each for £25.00.

Sweet's, crisp's and canned drinks will usually be available, but at an extra cost.

2) What happens on the day?

Once every one has arrived, and have registered, you will be given a safety talk on how to use the gun, how to refill the 'Hooper' (a little box that the paintballs sit in), and the do's and don'ts for the day.

Depending on how many people are in your party, or are there on the day, everybody will be split up into teams and then you will start to play paintball.

3) **Does it hurt when you are hit with a paintball?**

Some times.... If you are unlucky enough to be hit at close range (less than 15 feet), it is a bit like being hit with a squash ball... Stings a bit, but it is soon gone. Most of the time, all you feel is a small whack, on your arm, leg, or body, with hardly any pain.

4) **How will I know if I've been hit?**

Apart from the obvious... there's a great big blob of paint on your person! However, sometimes, especially if you have been hit on the back, you won't know if the ball actually broke or not. Marshals will be on hand to tell you if you are still in the game or not. If a marshal is not directly near to you, you can always ask a team-mate to check your back, and if the ball broke, leave the field. Remember, if you've been hit, and continue to play, it is an unfair advantage to your team, and if a marshal catches you, your team will be penalised.

5) **What happens if I've been hit but the ball did not break?**

Known to seasoned paintballers as a 'Bounce', if this should occur, you are still in the game. It's only when the ball breaks that you are out of the game.

6) **What do I do if I think I've hit a player on the other team?**

You ask a marshal for a 'Paint Check' on the player you think you've hit. The marshals however, will need specific information before they go and check. It's no good saying.. "Marshal check that player in the tree's"... You need to be specific and state which trees, and if possible where you think you've hit the player.

The marshal on checking the player will shout "Neutral", this signifies that the player is no longer allowed to fire back, and no other player is allowed to move nearer, or continue to fire at the player. If there is no paint on the player, the marshal will allow the player to return to his/her position, and then shout "Clean". This signifies the player is now back in the game, and both you and he/she can begin to fire at each other.

If you call a paint check on a player, the marshal will also note where you are, to make sure you do not take advantage of the other player's neutrality. However, you may continue to fire at other players, as long as they are not neutral.

7) **What happens if I know I've hit a player, but when the marshal gets there, there's no paint on him?**

This is another reason for being as specific as you can when you call for a paint check. Some people, and it tends to be people who have no honour, wipe the paint when they think no one is looking.

The marshals will be looking for this, as it gives an unfair advantage to the player, and the team he/she is in. Any body caught wiping, will automatically be taken off the field, and the team will be penalised.

8) **What happens when I've hit somebody, but he still keeps shooting back at me and hits me after I hit him?**

This is known as 'Playing On'. If this should occur, and a marshal witnesses it, the offending player will be taken off the field, and on some sites, so will his closest team-mate. The team will also incur a penalty. If it happens and a marshal did not actually see it, then both you and the other player will be taken off the field. This is because, both you and the other player are going to claim you hit him/her first, and vice versa, and it is therefore fairer to take both you out of the game.

9) **What happens when I've not actually been hit, but I've got paint on me from the bush/tree that I'm behind?**

If the paint is from a previous game, and you've just leant onto it, the marshal will clean it off, but make sure that you call a marshal over to do it; otherwise it may look like you are wiping the paint. If there is a small amount of paint, generally spray, where it's broken on the tree, or come through the bush, again the marshal may clean it off. The rule of thumb here is that in most cases there will only be a superficial film of paint, and no shell. If the size of the paint blob is bigger than a pound coin, with or without shell, you may be taken out of the game. The marshals are very good at reading the situation, and will instinctively know if the paint on you is the result of spray, or a direct hit through a bush or off a tree.

10) What happens if my gun gets hit, but I don't?

This doesn't mean your guns dead... it means your out of the game. Any part of your body, from boot to glove, and any thing you use in the game, such as the gun, the protective face plate, or paint pot, if it gets hit, means you are eliminated, and out of that game.

11) How will I know when the game is over?

The game is over when your team has won, been beaten, or the game has ran out of time. The winning team must have both their team flag and the opponent's team flag in their base to win. If time runs out before your team or the other team could get the flag back to base, then points will be awarded for a 'Flag in Transit', but this is not the same as winning the game.

12) How many games will be played?

This depends on how long you want to play and available light. Generally, you will play between 8 & 10 games. The games last for approximately 20 minutes, and you will stop for a cup of tea/ coffee about mid morning and then again mid afternoon. You will also stop for lunch, which will last for about 30 - 40, minutes.

You will get the opportunity to play several different game scenarios; Woodland, Attack & Defend, Urban, and Speed-Ball. All of them require different approaches to win.....

13) What do I do now?

Once you've decided when you want to play, and how many people you want to bring, you need to provisionally book your party in. Then you need to get a £10.00 deposit from all those who want to play, and send the deposits to the organiser or site owner at least two weeks before the day.

The places are not limitless, and are strictly on a first-come-first-served basis. The quicker you get organising, the better the chances of getting the day you want!