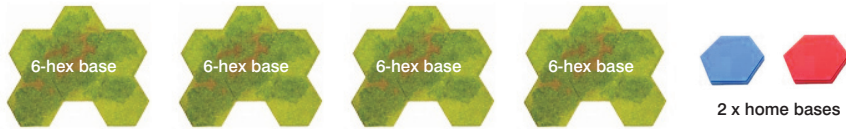


Game Setup

Each paintball team consists of 6 paintballers and 1 Marshal. You will need some six sided dice (d6's) to play the game.

The game is designed to use the hexon II board system by Kallistra.

The Hexon system uses hexagons which are 10cm across. To play the basic scenarios you need 4 of the standard 6-hex bases and 2 single hexes as illustrated.



The two single hex pieces represent the home bases for each team. The hex board system means the board is configurable and suggested scenarios are included at the end of these rules. Alternative conditions for victory, starting positions and placement of bunkers etc are also included in the scenario section of these rules. The Advanced Rules section includes rules for playing without the use of the Hexon system.

Command Dice and Sequence of Play

Each turn the red and blue players must roll the command dice (red and blue d6's) to gain control of the round. The command dice not only determine who goes first in that turn, but they also indicate the number of paintballers a player can move/shoot that turn. If both players roll the same score on the command dice then the player who moved second in the last turn may choose to move either first or second this turn. The exception to this rule is the first turn of a new game - when both players may move/shoot all of their paintballers in the opening turn of the game and the command dice are re-rolled in the event of a draw.

Action Points

Each paintballer has 2 Action Points (AP's) per turn* - that means the figure can perform two actions - ie. move two hexes forward, shoot twice or move one hex and shoot once, shoot once and move etc.

The cost in Action Points for each action a paintballer can perform is as follows:

Move 1 hex	1 AP
Shoot	1 AP
Take aim	1AP
Take up sentry position	2 APs
Throw smoke or paint grenade	2 APs
Reload	2 APs

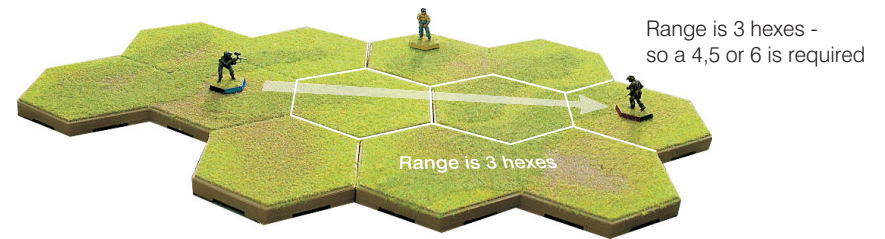
Movement

The maximum movement for any paintballer (including expert players) is 2 hexes in any turn. Movement is not hindered by soft cover or hard cover. There is no penalty for charging through bushes - it is assumed that the entire playing area is basically rough terrain.

Shooting

Shooting another paintballer is based on range. The further away the target is, the harder it is to hit.

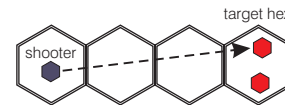
Count the range to the target in hexes including the hex that the target is occupying - but not counting the hex that the shooter is occupying. The dice roll needs to be greater than the range in order to hit the target. So if the range to the target is 3 hexes, you'll need to roll 4 or more to hit.



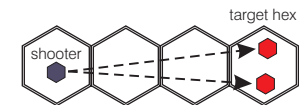
Multiple shots or 'snap firing'

Since it only costs 1AP to shoot, the paintballers can fire twice in the same turn (or 3 times in the case of an Expert player). If more than one shot is being fired then the shots must be directed at the same target hex. However, the shots may be split between multiple targets within the target hex.

Example:



Shooter takes 2 shots at a single target.



Shooter takes 2 shots but splits the shots between two targets in the same 'target hex'.

The number of shots and the number of targets must be declared before the dice are rolled and the appropriate number of dice must be rolled together (at the same time). If a 1 is rolled consult the 'problem chart' before calculating any other shots fired (see 'missfires - rolling a 1').

If two shots are fired at different targets but only 1 shots hits - it is the opposing player, not the shooting player who chooses which target was hit.

Misfires - rolling a 1

If you've ever played paintball you'll know that a number of mishaps can befall a player when he tries to take a shot. The weapon can simply jam, the gun could be out of ammo, or even out of gas!

These frequent problems and mishaps are represented in the game when a roll of 1 is made when taking a shot. If at any time a 1 is rolled when taking a shot, consult the 'problem chart' before calculating any other shots fired.

Problem Chart

1	Out of Gas. The shooter's gun is out of gas. The paintballer must retire from the game. Remove the figure from the board as if killed.
2	Out of Ammo. Any other shots fired are discounted. The paintballer must reload before firing again. Until the player has reloaded he counts as an impotent player. See the 'impotent players' rule.
3	Gun Jam. Paintballer is neutral. Neutral paintballers cannot be charged. He must remain still until a Marshal reaches him (each turn move the nearest Marshal 2 hexes towards paintballer). Once the Marshal reaches the paintballer - it takes a full turn to clear the weapon (so the paintballer and Marshal remain together for the duration of the following turn). The Marshal cannot be distracted if he is attending to a paintballer - so in the event of a Marshal being needed elsewhere the other Marshal will have to move.
4	Minor problem. The weapon has misfired but cleared itself. Discount any other shots fired, but otherwise play on.
5.	Goggles steamed up. Hard to see, discount any other shots fired and sentries must revert to normal mode - remove the sentry marker if one is present.
6.	Google lifting. The player has removed his goggles. If there is a Marshal within 2 hexes roll a d6. On a roll of 1 or 6 the player is disqualified from play and the figure is removed as if killed.

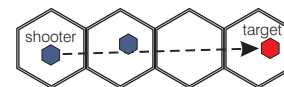
Line of Sight (LOS)

A shot can only be taken if there is a clear Line of Sight (LOS) to the target. Trace a straight line from the centre of the base of the shooting figure to the centre of the base of the target figure. If the line crosses over the perimeter of the playing area - the shot cannot be taken. See examples below.



In the way

Certain types of cover as well as other paintballers standing in the way (including Marshals and friendly players) do not block line of sight, but can be hit by mistake instead of the intended target. If the dice roll indicates that the shot has hit the target but there is something in the way - then starting with the nearest obstruction to the shooter, roll a d6 for each obstruction. On a roll of 4,5 or 6 it hits the person/obstacle in the way - roll for the next obstruction until the shot is determined to have hit the intended target. Friendly fire counts, so calculate the hit as normal with saving throw and paintcheck. A Marshal cannot be killed. Do this for every person or piece of cover in the way of the shot.



There is a friendly paintballer in the way of the shot. The LOS drawn from the centre of the shooter's base to centre of target base crosses over the base of the paintballer standing between shooter and target. If the shot is taken and a hit scored on the target - an 'in the way' roll must be made for the friendly player in line of the shot.

Taking Aim

In order to increase your chances of hitting a target, your paintballer may 'take aim'. Taking aim costs 1 Action Point, and so reduces the rate of fire, however aiming increases the chance of hitting. With an aimed shot you need only roll the same as the range to the target (rather than having to roll greater than the range) - so if the target is 3 hexes away, the roll required to hit is 3+.

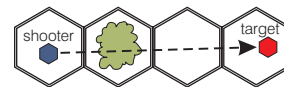
Bases and entrenched positions

Players defending an entrenched position such as a bunker, trench or log-stockade base, gain the advantage of hard defense. When shooting at an entrenched target a 6 is always required when rolling to hit. The target must still be within range i.e 5 hexes range - or 6 if aiming - but only a roll of 6 counts.

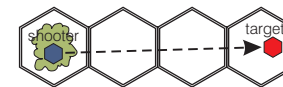
Note that a spare place must always be left in a bunker or log base. This is to allow a Marshal or opposing player to enter the base, so the maximum no. of friendly paintballers allowed in a log base is two. Bunkers and bases do not block Line of sight because they are low level and it is possible fire over them.

Soft cover

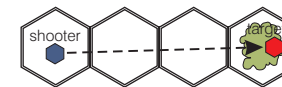
Dense foliage does not block LOS but does provides additional cover. Foliage or 'soft cover' can be represented with lichen or similar product. If a hex containing foliage lies in the path between the shooter and the target (check line of sight) then the foliage counts as 'in the way'. If however the shooter is occupying a position of soft cover then he may shoot as normal. If the target is in soft cover then the foliage counts as 'in the way'.



Soft cover is *in the way*



Shooter is in soft cover.
Shot taken as per normal.



Target is in soft cover.
Soft cover is *in the way*

Marking your target

Hitting the target does not automatically mean you have killed the target (as any experienced paintballer will tell you). Shots have a habit of bouncing off, or not adequately marking the target, hitting the gun or goggles (which at some paintball sites does not count) or simply the enemy cheats and manages to wipe the shot without anyone seeing!

Saving Throw

When a target is hit a saving throw is made to see if it marks your opponent. On a roll of 1 or 6 the shot is discounted and the target plays on as if he was not hit. If the target is in soft cover, then the saving throw is 1,2 or 3 rather than 1 or 6. This reflects the increased chance of the shot breaking up before it hits the target.

Paintcheck

If the a paintballer is hit and the shot has marked - there is one last chance for survival - the paintcheck. It is up to a Marshal to determine the final judgement on any shot. If a Marshal is within 2 hexes of the target paintballer, he is moved directly to the hex and checks the player, often a shot has broken up from hitting foliage in front of a player - or the Marshal fails to find a clear 'splat' on the player - in such circumstances the target is permitted to play on. If there is no Marshal within 2 hexes, then the nearest Marshal is moved 2 hexes towards the player requiring a paintcheck, however the player now has time to wipe he shot clean and so the Marshal does not continue to move next turn and play continues.

To perform a paintcheck - a 3rd and final dice roll is made. On a 1,2 or 3 the paintballer is not out of the game and is permitted to play on. On a roll of 4,5 or 6 the paintballer is determined to have been killed and must leave the field immediately.

If the flag carrier is killed the flag is left where the player was positioned when hit. If the player was dug in - the dug in counter is removed.

If the paintballer was carrying a grenade, the grenade is lost also.

Wiping!

If there is no Marshal within 2 hexes range when the paintcheck is called, then the nearest Marshal is moved 2 hexes towards the target player. The player hit however is free to blatantly wipe the shot clean since there is no Marshal to observe him. The shot does not count and play continues. Next turn the Marshal remains where he is - having lost track of who was calling for a paintcheck.

Suppressive Fire

An alternative tactic to merely trying to shoot the enemy is to use a burst of rapid fire to keep their heads down while your fellow team mates move forward.

Suppressive fire requires the same initial roll to hit - i.e a roll greater than the range to the target, however the enemy only gets 1 chance to shrug off the effects of this rapid fire. The targeted player makes a saving throw using one dice - on a roll of 1 or 6 the saving throw is successful and the suppressive fire is ineffective and play continues. If the saving throw fails, the target model is placed on it's side and the rules for impotent players apply.

Suppressive fire is most useful for disabling enemy sentry positions, allowing your team mates to move forward unmolested. Note that a 6 to hit is still required against a bunker when rolling for suppressive fire and aiming is not permitted when using suppressive fire.

Sentries

When considering a strategy for defense - it is useful to set up sentry positions. A sentry position is when a player gets himself into a good spot where he can see the enemy approaching and ambush them if they move. It costs 2 APs to put a player on sentry. Use a silver base to show that a player is a sentry.

Sentries cannot move or fire in their own turn - however they can fire upon any moving enemy in the opposing player's turn provided they are in 'Line of Sight' and within range of an unaimed shot.

Each time an enemy figure is moved within range of sentry, the sentry may shoot using a single dice.

The normal 'to hit' roll is required and the shot is calculated in the normal way with the saving throw and paintcheck if necessary. If an enemy advances 2 hexes - he may be shot at twice - once each time he moves. There is no limit to how many shots or enemy targets a sentry may fire at in any given turn.

Note that impotent players, the flag carrier or figures placed in bunkers may not be put on sentry mode.

Impotent Players

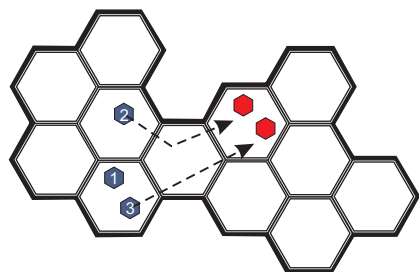
Players that are impotent either because they are out of ammo or because they have been suppressed by covering fire are unable to return fire in that turn. An impotent player must be placed on its side.

Impotent players can be charged by the opposing side provided there are no active friendly players in the same hex.

Charging the enemy

Under normal circumstances it is not permitted to enter a hex occupied by an opposing player. However if all the opposing players in the hex are impotent - then charging can be a very effective and lethal option. If the player wishes to charge an enemy occupied hex, he must first declare a charge action - and then he may move as many miniatures as he wishes that are within range and that are able to move to join the charge. Once all figures have been moved a point blank shootout occurs.

as many miniatures as he wishes that are within range and that are able to move to join the charge. Once all figures have been moved a point blank shootout occurs.



Suppressive fire from figure '1' renders the defenders impotent.

In the same turn, a charge is declared, and figures '2' and '3' charge the enemy hex.

If any defending paintballers are out of ammunition, they are removed immediately as a casualty. For any remaining defending paintballers the defending player takes one d6 for each, and likewise the attacking player takes one d6 for each charging figure.

All the dice are rolled together and the highest dice rolls shoot first with any draws going in favour of the attacking figures. All shots are kills with no saving throws and casualties are removed immediately and cannot return fire. The combat continues until conclusion.

Example: 2 attackers charge 2 defenders.

The attacking player rolls 2 dice and so does the defending player.

The attacking player rolls a 5 and a 2. The defending player rolls 3 and 5.

The attacking player shoots first (with his roll of 5) killing one of the defenders. The attacking player chooses which of the defending dice rolls has been neutralised - he negates the '5' roll and the defending player chooses which model is to be removed.

The next shot is the '3' rolled by the defender - killing one of the attacking players. The defending player chooses which of the attackers remaining dice rolls is negated (with only one shot remaining it must be the '2' roll) and the attacking player chooses which model has been killed.

All shots have been fired and two models remain standing - one attacker and one defender. The shootout must be worked out to a conclusion - so two more dice are rolled to get the final outcome.

Taking the Flag

It does not cost any action points to collect the flag the moment the paintballer enters the same hex as the flag. Place the figure on the flag marker.

Winning the game

The winning conditions for each type of game are described in the scenarios section.

Advanced Rules

This section adds additional rules to the game which should only be used once players have a firm grasp of the basic rules. In the advanced rules you will find it useful to number the underside of the figure bases for the purposes of recording expert players and grenades.

Expert Players

Experienced or 'expert' paintballers can easily overwhelm the average paintballer. They are certainly better shots and are able to fire the paintball gun more rapidly.

To reflect this Expert players in the game have 3 Action points per turn rather than 2.

If expert players are being used - dice for how many expert players are on each team at the start of the game.

Each player rolls a d6. On a roll of 1 or 2, the team has 1 expert player. On a 3 or 4, the team has 2 expert players, and on a roll of 5 or 6 - 3 expert players.

Assign a particular model for each expert player and make sure that both you and your opponent can identify the expert players in the game.

Grenades

Each team may have up to 3 grenades - roll a d6 in a similar way to rolling for expert players to determine the number of grenades for each team.

The players may choose the type of each grenade - either smoke or paint.

Assign the grenades to the figures in the team. You may assign more than one grenade to a single individual.

Throwing a grenade costs 2APs. A grenade can be thrown up to 2 hexes range. To throw a grenade the player must declare the target hex. A d6 is rolled and on a roll of 1 or 6 for normal players throwing the grenade, or a roll of 1 only for an expert player the grenade misses the target. If the grenade misses - the opposing player nominates an alternative hex adjacent to the target hex as the final position of the thrown grenade.

Smoke Grenades

Once lit, a smoke grenade pumps smoke out at an alarming rate - and continues to do so until it has burned out. Smoke grenades are extremely hot, and cannot be moved once thrown (you can't throw it back). Smoke grenades can be represented with a small amount of cotton wool placed on the hex. Smoke makes it difficult to see enemy targets. The effect is worse for those standing in the smoke than for those outside of the smoke. If a shooter is in a smokey hex, he must roll a d6 to see his target before any shot can be fired. A roll of 4,5 or 6 means the shot can be taken. If this roll is unsuccessful the shot cannot be taken and the paintballer cannot perform any further actions.

If the smoke is between the shooter and the target then a similar roll is made - but only a 1 or 6 indicates failure to take the shot.

If the target is in the smoke then the shot is taken normally.

At the beginning of each new turn roll to see if the smoke clears. A roll of 1 or 6 indicates that the smoke is cleared and the cotton wool or similar marker is removed from the board.

Paint Grenades

A paint grenade goes off with a single sudden explosion spraying paint in all directions and hopefully killing anyone it lands next to.

Roll for each paintballer (including friendly paintballers) in the hex where the paint grenade goes off. On a roll of 1 or 6 the paintballer is ok and not marked by the paint grenade. Otherwise the paintballer is marked and a Marshall should be called to perform a paintcheck in the normal way.

Blind Spots

If you have ever played paintball, you will know that the mask and goggles seriously reduce visibility and as the player's ears are normally covered also by a hood or the strap of the goggles (or both) the awareness of other players, and sense of direction that sound normally gives is also reduced. To reflect this in the advanced game the figures can only see in 3 directions. The hexagonal bases which are normally coloured all red or all blue should have 3 sides painted black around the back of the figure. This represents the figures blind spot. Targets in the figures blind spot cannot be fired at. Rotating the figure in the movement phase does not cost any Action Points but rotating a figure does count as a figure being moved for the purposes of counting towards the no. of figures moved that turn.

Hills and other terrain features.

The Kallistra hex system does include such terrain features as hills and trenches. Trenches should be treated as bunker positions - but if the trench extends across more than one hex then it's possible opposing players could occupy the same trench, in which case they may have a clear line of sight.

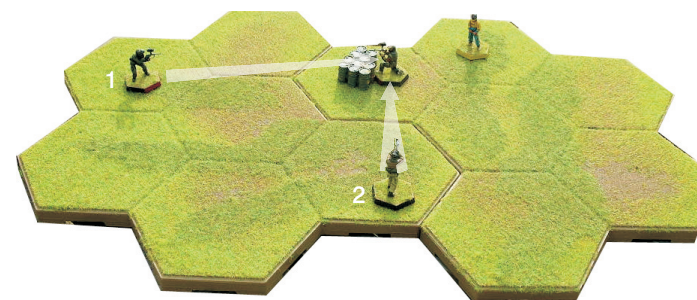
Hills obviously block Line of sight - unless either player is positioned on the hill itself.
Hills do not block the throw of a grenade.

Adding hard cover

You can add hard cover defenses to your game board such as oil drums, crates or wooden defenses and fallen logs etc. Such defenses come under the heading of 'hard cover'. Hard cover targets count as 'in the way' provided they are in the path of the shot between the shooter and the target. Hard cover only counts if the target paintballer is in the same hex as the hard cover. Hard cover does not protect against paint grenades.

Playing larger games

The game can be played with larger team sizes. If the team size exceeds 11 then you should use 2 x d6 for the command dice rolls rather than one. Also, if the game board size is increased it will be necessary to add a 3rd Marshall who should start in the centre of the game board. In a similar way you may wish to increase the no. of expert players and grenades used.



Shooter '1' does not have a clear shot at the target, the oil drums are providing hard cover and count as in the way.

Shooter '2' has a clear shot.

Impotent figures are fully protected by hard cover and cannot be fired at if they are behind cover. Impotent figures are not similarly protected by soft cover foliage.

Playing the game without hexes

To play the game on a table without the use of hexes - simply bear in mind that a hex is 10cm.

A grenade can be thrown 20cm

If it misses it can be positioned anywhere within 10cm of the intended target spot.

1 AP of movement allows movement up to 10cm

2 APs of movement allows movement up to 20cm

Weapon ranges are as follows:

1 hex - 10cm - 1 to hit

2 hexes - 20cm - 2 to hit

3 hexes - 30cm - 3 to hit

4 hexes - 40cm - 4 to hit

5 hexes - 50cm - 5 to hit

6 hexes - 60cm - 6 to hit

7 hexes - 70cm

You can see that if you convert hex ranges to cms it's very easy to convert the rules.

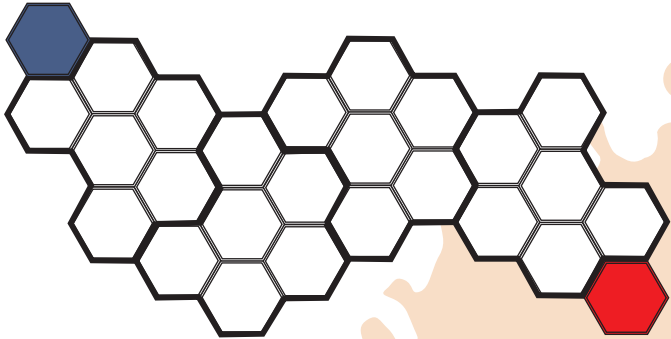
For the purposes of judging if a figure is in soft cover or behind hard cover - the model needs to be within 3cm of the cover and the cover must of course lie between the target and the shooter to count as in the way.

Scenarios

In this section you will find some suggested scenarios, but it can be fun to design your own scenarios or expand the size of the playing area by adding more boards.

Capture the Flag

This is the most common game played in Paintball. The idea is simple. Make your way to the enemy base, capture the flag and bring it back to your own base.



The home bases count as log stockades. A maximum of two friendly paintballers may be placed on the home base hex. When enemy models attack the base no more than 3 models in total may be in the base at any time (Marshals will move if to adjacent hex if necessary). The team flags are placed in one of the hexes adjacent to each home base.

Starting positions

Up to 2 models may start on the home base hex, all other paintballers must start in one of the hexes adjacent to their respective home base.

One marshal starts at each end in one of the hexes adjacent to a home base.

Cover

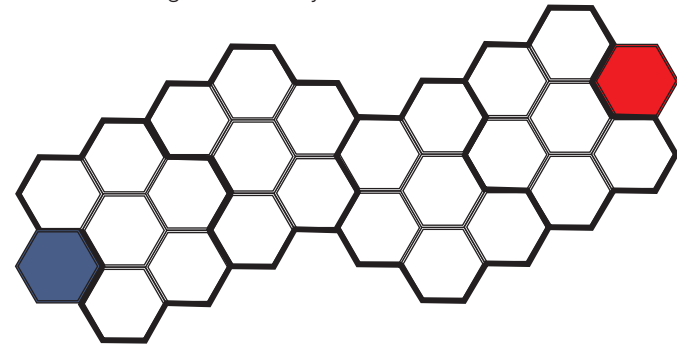
3 pieces of soft cover and 1 piece of hard cover may be placed anywhere on the board by each player.

Victory Conditions

The enemy flag must be captured and brought back to your own base by a live player. At no time may your paintballers move their own flag.

Reverse Flag Game

Each team must take their flag to the enemy home base.



The home bases count as log stockades. Enemy models may enter and occupy the bases but no more than 2 models in total may be in the base at any time.

Starting positions

No models may start on, or enter their own home base hex. All paintballers must start in one of the hexes adjacent to their respective home base. One player starts the game in possession of the teams own flag.

One marshal starts at each end in one of the hexes adjacent to a home base.

Cover

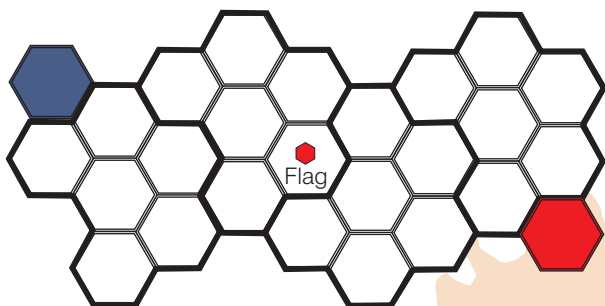
3 pieces of soft cover and 1 piece of hard cover may be placed anywhere on the board by each player.

Victory Conditions

Each team is attempting to deliver their own flag into the enemy home base. At no time may you move the opposing team's flag - but you may occupy the hex where it is should the opposing team drop the flag.

Single Flag Game

In this scenario only one flag is used (it doesn't matter which colour flag you use). The flag is placed mid-distance from each team and the objective is to take possession of the flag and deliver it to the enemy base.



The home bases count as log stockades. A maximum of two friendly paintballers may be placed on the home base hex. When enemy models attack the base no more than 3 models in total may be in the base at any time (Marshals will move if to adjacent hex if necessary). A single flag is placed in the middle of the playing area.

Starting positions

Up to 2 models may start on the home base hex, all other paintballers must start in one of the hexes adjacent to their respective home base.

One marshal starts at each end in one of the hexes adjacent to a home base.

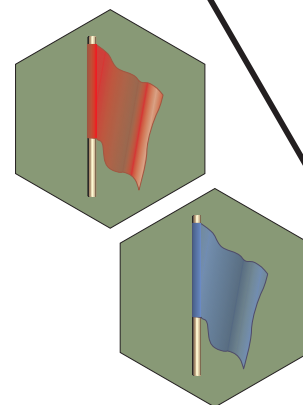
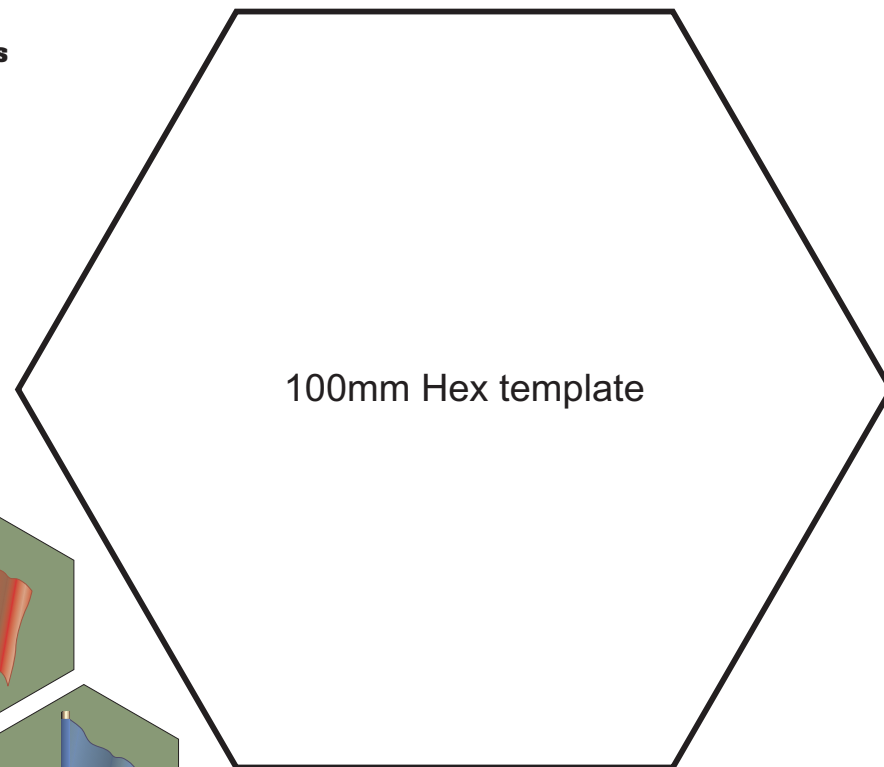
Cover

2 pieces of soft cover and 2 pieces of hard cover may be placed anywhere on the board by each player.

Victory Conditions

The flag must be captured and delivered to the enemy base by a live player.

Templates



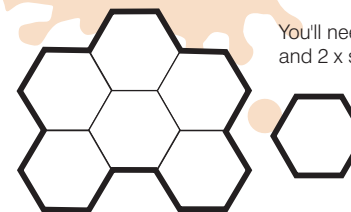
Flag markers
(Can be cut out and stuck onto sentry bases)

Making your own Hex-board

Using the template provided here, it is very easy to create your own hex-board very cheaply. You can purchase a flocked-grass mat from a model railway shop from £5.75. For example: www.gaugemaster.co.uk (enter grass matt into search)

Simply cut the template out and glue to carboard or foam board and use it mark out the hexes with a permanent black pen or even a biro.

If you mount the grass mat onto 5mm foam board you can even cut the shapes out in the following pattern to give yourself a modular board that works just like the Kallistra Hexon II bases.



You'll need 4 x 6-hex bases
and 2 x single hexes for the home bases.