

STAR WARS BATTLEFRONT PAINTBALL SCENARIO SCENARIO GAME

Spring Scenario Game – Sunday, April 26th @ Adventure Games Paintball

INTRO

A long time ago, in a galaxy far, far away...

The war for the galaxy rages on.

Across countless star systems, the **Rebel Alliance** fights desperately to break the iron grip of the **Galactic Empire**. Planets burn, fleets collide in orbit, and on the ground... soldiers clash in relentless battle.

This is no small skirmish.

This is all-out war.

Blaster fire tears across the battlefield as troopers push forward, fall back, and surge again. Command Posts are captured and lost in moments. Reinforcements flood the frontlines. Heroes rise in the chaos—turning the tide with a single push.

From the forests... to the villages... to the fortified strongholds of the Empire...

Every inch of ground must be fought for.

Every objective could decide the fate of the battle.

And in the middle of it all—you.

Will you stand with the Rebels and fight for freedom?

Or will you bring order to the galaxy under the rule of the Empire?

TEAMS

Rebel Alliance

Fight for freedom. Strike fast, hit hard, and disrupt the Empire's control of the battlefield.

Galactic Empire

Maintain order. Hold your ground, dominate key positions, and crush the rebellion.

GAME FORMAT

The event is played over **Three separate games**, each with a fresh set of missions, props, and scoring. Points carry over between rounds to determine the overall winner.

Between games, teams will reset to their bases. Props and items will be repositioned.

SCORING & VICTORY

- Each mission awards **points** to your team (listed per mission).
- Control of key objectives and retrieval of themed props add to your total.
- **Final victory** goes to the team with the most total points after all three games.

STRATEGY TIP

Recruit wisely, hold ground fiercely, and never let the enemy out maneuver you. It's not just about muscle, it's about timing, teamwork, and tenacity.

RESPAWN & GENERAL RULES

- **Standard unlimited respawn** unless mission specifies otherwise.
- Players must return to base and touch their respawn point or a mobile respawn point

- Generals are worth more points so make sure you eliminate them!
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General Scenario Rules & Guidelines

Team Colors

- **Red Items = Galactic Empire Only**
- **Blue Items = Rebel Alliance Only**
- **Purple Items = Universal/Neutral** – These can be touched, carried, or used by either team.
- **Players MAY NOT steal, hide, or move the opposing team's color-coded props or loot.**

Item Drops

- When a player is hit while carrying a mission-critical item, **they must drop it immediately** at the point of elimination.
- Referees or opposing players may then recover or secure these items based on the mission rules.

Obstruction & Sabotage

- Deliberately obstructing field props, spawn areas, or misdirecting referees/NPCs is prohibited.
- Keep the gameplay immersive and focused on teamwork and strategy.

SPIRIT OF THE GAME

This is a large-scale scenario event built on teamwork, competition, and the shared love of paintball and the Star Wars universe. Whether you're a seasoned player or stepping onto the battlefield for the first time, we ask everyone to:

- Be respectful, inclusive, and supportive of all players
- Celebrate the big moments — even when the other team makes a great play
- Play hard, compete with intensity, but remember this is about having fun
- Respect the referees and game staff — their decisions are final and keep the game running smoothly

Let's keep the energy high, the action intense, and the atmosphere positive.

This is your chance to step onto the battlefield and be part of something bigger.



Sunday's Schedule

- Gates open at **7:00 AM**
- Check-in begins at 7:15 AM
- Breakfast from Snack Shot available from 7:30 AM – 10:00 AM
- Meet your generals, safety briefing, and game overview at 9:00 AM
- **Game 1 begins at 10:00 AM**
- **Game Break: 12:00 PM – 1:00 PM**
- **Lunch available at Snack Shot from 11:30 AM – 2:00 PM**
- **Game resumes: 1:00 PM – 2:45 PM**
- Raffle: 3:00 PM – 3:30 PM
- Final Battle: 3:45 PM – 4:15 PM
- **Final scores, MVP/MVT awards, and the after party will begin at 4:30 PM at Snack Shot**

Important Notes

- Please arrive early to allow time for check-in and gear prep
- All players must attend the **9:00 AM** safety and game briefing
- Games will start on time—don't miss the opening push

GAME 1: FRONTLINE DOMINATION

Summary:

The battle for control of the planet has begun.

Rebel forces have landed and are pushing into Imperial-controlled territory, attempting to disrupt operations and seize key Command Posts across the battlefield. The Empire, already entrenched, must hold their ground and repel the advancing Rebels.

As the battle unfolds, control of the frontlines will constantly shift. Reinforcements arrive, positions are gained and lost, and the fight escalates into a full-scale assault.

This is not a static fight. This is war in motion.

Team Starting Bases:

-  **Rebel Alliance: Octagon**
 -  **Galactic Empire: Castle**
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OBJECTIVE 1: CONTROL THE COMMAND POSTS

Five Command Posts are located across the battlefield. These positions are critical to controlling the flow of the fight.

How it Works:

- Teams must capture Command Posts by controlling the area
- A referee will confirm when a Command Post is captured
- Command Posts can be captured, lost, and recaptured at any time

Rules:

- Must have majority control of the area
 - No active enemy presence in the immediate zone during capture
 - Capture takes approximately 30 seconds (ref controlled)
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Scoring:

- 10 Points for each Command Post held every 10 minutes
- 50 Points BONUS for controlling all Command Posts at once

Battlefield Effect:

- Command Posts may reward you team with a mobile respawn ref (3CPs Needed)
 - Losing a Command Post may result in losing that respawn perk.
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OBJECTIVE 2: PUSH THE FRONTLINE

Once the battle is underway, the fight escalates.

After the first phase, Command Posts will begin to determine the flow of the war.

Empire Objective: SECURE THE PERIMETER

If the Empire maintains control of the battlefield, they will reinforce their defenses and lock down the surrounding territory.

How it Works:

- The Empire will be issued **Power Cells at their main base**
- These Power Cells must be **delivered to designated Power Emitters** located around the Empire's defensive zone

Activation Phase:

- Each Power Emitter requires **one Power Cell** to activate
- Once a Power Cell is delivered, a referee will **confirm activation of that structure**
- Activated emitters strengthen the Empire's defensive network

Rules:

- Players may carry **ONLY ONE Power Cell at a time**
 - If eliminated, the Power Cell must be **dropped at the player's feet**
 - Power Cells may be recovered by either team if dropped
 - Power Emitters may not be moved or tampered with
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Scoring:

25 Points per structure activated (up to 3 total)

OBJECTIVE 3: TRIP THE AT-AT

A massive Imperial walker enters the battlefield:

AT-AT

Rebel Objective: DISABLE THE WALKER

The Rebels must simulate a tow cable attack to bring down the AT-AT.

Rules:

- Rebels must retrieve **Tow Cable and ship Props**
 - Two players must attach the cable to the AT-AT
 - Once both cables are secured:
 - The player with the ship must fly around the AT-AT and “trip it”
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Scoring:

- **100 Points** for successfully tripping the AT-AT

Empire Objective: PROTECT THE WALKER

- Protect the AT-AT from Rebel Forces
 - Eliminate Rebel players attempting to deploy tow cables
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Scoring:

- **50 Points** if the AT-AT stays protected
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OBJECTIVE 4: THESE ARE THE DROIDS YOU'RE LOOKING FOR

Find your lost droids containing critical intel. Each team must locate their droid and bring it back online to gain the advantage.

How it Works:

- Each team has **one hidden droid** somewhere on the battlefield
- Teams must **search and locate their assigned droid**

👉 Once found, the droid will reveal the location of a **critical component** needed to activate it

Droid Activation:

- The droid will direct players to a hidden **Activation Component**
 - Players must locate this component and return it to the droid
 - The droid must then be **escorted back to your team's base**
 - The droid will move at a **walking pace (ref controlled)**
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Scoring:

- **30 Points** for successfully activating the droid
 - **50 Points** for escorting the droid back to base
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GAME 2: SECTOR DOMINATION

Summary:

The battle has escalated.

With Command Posts contested and frontlines unstable, both sides deploy heavier assets to turn the tide. The Empire brings in devastating walker support, while the Rebels scramble to disrupt their advance and gather critical intelligence.

Droids carrying vital battlefield data have been scattered during the chaos. Recovering and activating them could provide a massive advantage.

Meanwhile... a towering Imperial walker marches across the battlefield.

If the Rebels don't stop it—the battle is over.

Team Starting Bases:

-  **Rebel Alliance: Castle**
 -  **Galactic Empire: Octagon**
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OBJECTIVE 1: COMMAND POSTS REACTIVATED

Five Command Posts are located across the battlefield. These positions are critical to controlling the flow of the fight.

How it Works:

- Teams must capture Command Posts by controlling the area
- A referee will confirm when a Command Post is captured
- Command Posts can be captured, lost, and recaptured at any time

Rules:

- Must have majority control of the area
 - No active enemy presence in the immediate zone during capture
 - Capture takes approximately 30 seconds (ref controlled)
-

Scoring:

- 10 Points for each Command Post held every 10 minutes
- 50 Points BONUS for controlling all Command Posts at once

Battlefield Effect:

- Command Posts may act as forward respawn locations (3CPs Needed)
 - Losing a Command Post may result in losing that respawn
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OBJECTIVE 2: Activate the Relay Network

Once the battle is underway, the fight escalates.

After the first phase, Command Posts will begin to determine the flow of the war.

Rebel Objective: DESTROY THE IMPERIAL UPLINK

The Rebels must push forward and destroy a key Imperial communications uplink located near the Empire base.

- 3 “Data Cores” must be delivered to the uplink to overload it
- Once delivered, a ref will initiate a countdown to destruction

Scoring:

75 Points for successful destruction

OBJECTIVE 3: TRIP THE REPUBLIC WALKER

A massive Republic walker enters the battlefield:

AT-TE

Empire Objective: DISABLE THE WALKER

The Empire must simulate a tow cable attack to bring down the Republic walker.

Rules:

- Empire players must retrieve Tow Cable and Ship Props
 - Two players must attach the cables to designated points on the walker route
 - Once both cables are secured:
 - The player with the ship must circle the walker and “trip it”
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Scoring:

- 100 Points for successfully tripping the walker

Rebel Objective: PROTECT THE WALKER

- Protect the Republic walker as it advances across the battlefield
- Eliminate Empire players attempting to deploy tow cables

Scoring:

- **50 Points** if the walker remains protected

OBJECTIVE 4: RECOVER CRITICAL INTEL

Vital pieces of intelligence have been lost in the chaos of battle. Both sides must recover these items and return them to their base to gain the upper hand.

Empire Objective: RECOVER LUKE'S HAND

The Empire is searching for a crucial artifact—Luke Skywalker's severed hand, believed to contain valuable genetic data tied to the Force.

How it Works:

- Luke's Hand is hidden somewhere on the battlefield
- Empire players must locate it and return it to their base

Rules:

- Only Empire players may carry Luke's Hand
- If eliminated, the item must be dropped at the player's feet
- The item may not be hidden or removed from play

Scoring:

- **50 Points** for successfully returning Luke's Hand to base
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Rebel Objective: RECOVER THE DEATH STAR PLANS

The Rebels must recover stolen Death Star plans to aid the fight against the Empire.

How it Works:

- The Death Star Plans are hidden somewhere on the battlefield
- Rebel players must locate and return them to their base

Rules:

- Only Rebel players may carry the plans
 - If eliminated, the item must be dropped at the player's feet
 - The item may not be hidden or removed from play
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Scoring:

- **50 Points** for successfully returning the Death Star Plans to base
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GAME 3:IT'S OVER.. I HAVE THE HIGH GROUND

Summary:

The battle has reached its breaking point.

With both sides exhausted from relentless combat, the final push begins. The Empire and Rebels clash in one last all-out assault to control the battlefield and secure ultimate victory.

But this time... it's personal.

Hidden across the battlefield are ancient weapons of power—lightsabers once wielded by legendary warriors. Those who claim them will gain the strength to turn the tide of battle.

Blaster fire fills the air. Heroes emerge. The final stand begins now.

Team Starting Bases:

-  **Rebel Alliance: TBD**
 -  **Galactic Empire: TBD**
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ALL-DAY OBJECTIVES

These objectives are active throughout the entire event and can be completed at any time for points. Players may choose to focus on these missions or complete them while moving between main objectives.

Recover Lost Lightsabers

Ancient lightsabers are hidden across the battlefield. Locate and return them to your base.


 20 Points each

Hero Encounters

Heroes will randomly appear on the battlefield, including:

- Luke Skywalker
- Darth Vader

Defeat enemy Heroes or escort allied Heroes back to your base.

 30 Points for defeating a Hero

 40 Points for escorting an allied Hero

Cantina Supply Run


Deliver Blue Milk to the Cantina Band to keep morale high.

 15 Points per delivery

Tip the Band

Find Imperial Credits and tip the Cantina Band for bonus points.

 10 Points per credit

 Bonus rewards may be given for large tips

Find the Book of the Sith

Follow the map to uncover the hidden location of the lost Sith holocron. Return it to your base.

 70 Points

Find the Book of the Jedi

Follow the map to uncover the hidden location of the lost Jedi holocron. Return it to your base.

 70 Points

Notes:

- Players may carry one item at a time
- If eliminated, items must be dropped at the point of elimination
- All items are neutral unless otherwise stated

GAME PERKS & REINFORCEMENTS

Powerful perks are hidden throughout the battlefield. Use them strategically to gain the advantage and turn the tide of battle.

Mobile Respawn(Staff member with pink vest)

Mobile respawns will be located throughout the field. Players may use these to re-enter the game without returning to their main base.

Shields

Shields are scattered across the field and can be used for protection in combat.

- Must be dropped at the point of elimination
- Color-coded and team-specific

Extra Life

Use this perk to revive yourself after being eliminated.

- Must be given to a referee to activate
- Single use only

Force Lightning

Unleash a powerful blast of Force energy.

- Eliminates all players within the effect area
- Represented by purple smoke
- Use under referee supervision

Force Choke

Use the dark side to eliminate a single target.

- Bring to a referee to activate
- Instantly eliminates one selected player

Delay Reinforcements

Disrupt the enemy's ability to respawn.

- Delays all enemy respawns and mobile spawns for 3 minutes

Notes:

- All perks are single use unless otherwise stated
- Perks must be turned in to a referee to activate (when applicable)
- Use perks strategically—they can decide the outcome of the battle

WINNING TEAM PRIZE

The faction that emerges victorious will secure their place in galactic history. Their triumph will echo across the stars, their banners raised in victory, and their dominance remembered as the turning point in the battle for the galaxy.

CELEBRATION AT THE CANTINA (Snack Shot)

Once the final blaster has fired and the battlefield falls silent, join us at the Cantina for awards, winners, and celebration.

Gather your squad, relive the battle, and enjoy food, drinks, and victory stories as we crown the champions of the galaxy.