

Field Positions and Squad Formations

Basic Field Positions on a Paintball Squad

Lesson Objective

- By the end of this lesson the learner will be able to:
 1. Give the definition of a paintball squad.
 2. Identify the field positions of a typical paintball squad.
 3. List the key responsibilities for each field position of a paintball squad.
 4. List the physical and gear requirements for each field position of a paintball squad.

What is a Paintball Squad?

- **Paintball Squad** – an group of individuals organized to carry out, in a synchronized fashion, prearranged tactics and maneuvers for a particular purpose.

Field Positions on a Paintball Squad

- **Light Rifleman (Codename: Dagger)**

- **Key Responsibilities**

- Flanking Enemy
- Running “Point” in Field Formations
- Handling Recon Assignments
- Engaging Enemy in “Close Quarter” Combat and Quick Assaults

- **Typical Gear Setup**

- Lightweight Gear and Inventory Setup for Optimum Mobility
- Shorter Barrel Setup for Close Quarters Fighting
- Air Connected to Marker for Attacking Flexibility

- **Role Requirements**

- Must be in Good Shape for Running and Physical Activity
- Must be Flexible for Maneuvering and Crawling in Awkward Places
- Must be Willing to Take Heavy Paintball Fire in Combat Engagements

Field Positions on a Paintball Squad

● **Medium Rifleman (Codename: Sabre)**

● **Key Responsibilities**

- Flanking Enemy
- Running "Point" in Field Formations (when Light Rifleman is not available)
- Laying Suppression Fire When Needed
- Overall Substitute for both Light Rifleman and Heavy Rifleman

● **Typical Gear Setup**

- A Balanced Gear and Inventory Setup (not too Light and not too Heavy)
- Marker setup Capable of Close Quarter Assaults and Suppression Fire

● **Role Requirements**

- Must be in Good Shape for Running and Physical Activity
- Must be Flexible for Maneuvering and Crawling in Awkward Places
- Must be Willing to Take Heavy Paintball Fire in Combat Engagements

Field Positions on a Paintball Squad

- **Heavy Rifleman (Codename: Broadsword)**

- **Key Responsibilities**

- Lays Suppression Fire for Squad to Initiate Flanking Maneuvers
- Defense

- **Typical Gear Setup**

- Maximum Inventory Setup (i.e. air and paint)
- Marker Setup Capable of Long Range and Rapid Firing

- **Role Requirements**

- Must be in Fair Shape for Physical Activity

Field Positions on a Paintball Brigade

● **Heavy Gunner (Codename: Hammer)**

● **Key Responsibilities**

- Lays Suppression Fire for Squad to Initiate Flanking Maneuvers
- Defense
- Attacks/Weakens Enemy Fortification before squad assault

● **Typical Gear Setup**

- Extended Inventory Setup (i.e. air and paint)
- Marker Setup Capable of Long Range and Rapid Firing
- Marker Setup Capable of Firing Larger Quantity of Paint than Heavy Rifleman

● **Role Requirements**

- Must be in Fair Shape for Physical Activity