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H

F

FEAR/Delta
Parking



Parking
Lot 1

Fettel
Team
Parking

E

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G



A

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A

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MAP POINTS OF INTEREST

A-ATC Compound

B-Testing Grounds

C-ATC Guard Post

D-Water Treatment Plant

E-Outbuilding Two

F-Outbuilding One

G-Crash Site

H-Drainage Pit

I-Bridge Checkpoint

J-FEAR/Delta Landing Site

GAME DAY SCHEDULE

7:30am--Park Opens

9:30am--Rules Briefing

10:00am--Game On

1:00pm--Break for Lunch

2:00pm--Lunch Break Over, Game Resumes

5:00pm--Break for Final Battle

5:30pm--Final Battle Begins

6:00pm--Final Battle Ends

6:15pm--Awards and Prizes

RULES FOR FEAR SCENARIO GAME

June 7th, 2008

In order to enter the field of play, each player must have: a player ID card, a role card, and armband tape for their side. The player ID card must have a chrono punch. Paintball Central is a Field Paint Only (FPO) facility! No outside paint allowed.

HPA and CO2 tanks must meet all regulations and requirements by the field. The field and event producer reserve the right to disallow ANY tank or marker that is not safe.

You must stay in the field boundaries at all times. Boundaries are marked by a tapeline around the perimeter. Stepping outside the tape means you are eliminated.

Eliminations

- Paintball—any hit quarter-size or bigger.
- Surrender rule—you MUST offer any player closer than 20 feet the option to surrender. They are NOT required to take it. Barrel tagging is allowed
- Bunker tag—no bunkering allowed at this game! You must slap the bunker and loudly yell “bunker tag” to eliminate the players behind it.

Insertion Points (IPs)

- When eliminated, you must return to the parking lot, then head to your insertion point to get back in the game. You must tag your CP to be alive again.

- Insertions take place with a 5 minute window every 15 minutes: at the top of the hour, quarter past, half past, and quarter till. A ref will be at the IP to supervise.
- When eliminated, a player should raise his gun and call out loudly “HIT” or “ELIMINATED.” You may NOT fake an elimination.
- Radio espionage is not allowed. You must stay on the channels assigned to your team.
- No alcoholic beverages or illegal drugs of any kind are permitted on PBC property.
- Safety Equipment IS required. You must have a mask on at all times when on the field of play, and a barrel blocking device (BBD) on your marker at all times when outside of the field of play. Barrel plugs are NO LONGER allowed.
- Hot burning smoke grenades, home-made grenades, orange jerseys, airsoft weapons, firearms, knives, bb guns, slingshots, crossbows, laser pointers, and tools are NOT allowed on the field for any reason.
- Paintball markers, paintball grenades (Tippmann, Atomic Ordinance, etc), land mines, and LAWs are allowed. Land mines may NOT be thrown.
- Satchel charges have a 25 foot blast radius, and eliminate all infantry within that. Satchel charges may be used to demo bridges, buildings, bunkers, etc.
- To win the game, your army must score more points than the opposing army to win the game. In order to score points, you must complete missions. Therefore, completing missions will win or lose the game.

Armband Tape (ABT) is required FOR ALL PLAYERS AT ALL TIMES. Only Non-Player Characters (NPCs) are allowed to not have armband tape on.

Special Roles

Demo: the only players who may use LAW rockets or satchel charges.

Engineer: the only players who may rebuild destroyed structures.

Medic: the only players who may heal other players.

Pilot: the only players who may fly helicopters



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**Register online at PaintballCentral.com/fear
or at your local Paintball Central retail location.**