

Safety

Please read all the way through and sign at the bottom please

Hold Rule: For safety, when “HOLD” is called all game play stops immediately to address safety concerns, until such a time as a “Game On” call is made. A HOLD call may be called by any player or NPC when an unsafe situation occurs.

- Approved eyewear is always recommended. Most events do not require goggles, but protective eyewear is encouraged.
- Cleats/spikes (including hard armor spikes) are not permitted.
- Real swords, knives, or blades or weapons of any sort (even in sheaths or cases) may not be permitted.
- Low-power lamps or flashlights/red safety lights may be used at night for visibility (with no purchase requirement)
- All gear is subject to marshal discretion & may be failed if it interferes with safety or “loop holes” the rules or spirit of the game.
- All nerf brand guns should have an orange tip. An approved gun will shoot foam darts/balls such as Nerf Brand Guns. Mods should be cosmetic only and no gun should be stronger than a Nerf Rival.

Players wearing an orange headband/armband are out of game, they may not be affected with anything and are not there. stay out of their way and leave them alone, particularly if wearing an orange working vest and setting something up for your entertainment!

Players wearing a bright white sash (and preferably headband/armband) are Non-Combatants and may not be attacked for their own personal (real life) safety. They are mostly NPC merchants or townspeople.

If faced by a combatant, they may be slain simply by pointing at them and starting a round of “Rock, Paper, Scissors”. Each round deals 1 point of damage plus your level. (ex: 1+ Level 3= 4 points of damage)

- All weapons are subject to rejection for any safety or construction discrepancies as determined by the weapons checkers appointed by the event organizers. All latex weapons and boffers must have at least $\frac{3}{8}$ inch padding.
- Weapons checkers and Heralds have the final say in determining how to classify a weapon. Boffers can have cores and thrown weapons must be coreless.
- A safe weapon is one which when used as intended will NOT result in bruises, broken bones, or knock out teeth if an un-armored person is struck with a full-strength swing. A player should NEVER swing a weapon at full force!
- In order to ensure this, before being allowed onto the field, all weapons are tested at full force, by event appointed Weapons Checkers, unless previously failed by weapons checking staff for safety. (If a weapons tip will pierce a layer of cardboard, it's too hard.)

Event Procedures

Check-In: Sign waiver, pay event fees, then retrieve your items listed on your Character Sheet from check-in and after that go wait for the announcements, safety, a quick demo on basics and questions will be answered. While you wait for the announcements set up your space with character decor, a tent/ camper if you have one and put on your character outfit. After that Game-On will be called.

Check-Out: Return your lootable items to the staff at check-out, record all items tags & bottle caps in appropriate slots on your logistical Character Sheet, and mention any comments you have to staff or ask any questions.

Players that volunteer as NonPlayerCharaters (NPC) that go above and beyond mandatory NPC shifts will earn 10 caps per hour worked and extra XP.

Basic Rules

Damage

Bullets do one damage each, single handed weapons do one, two handed weapons do one. In battle subtract this damage from your HP when taking hits. Damage shouldn't be hard to keep track of when you only have ten to fifteen hit points to start with. If your HP drops to Zero, you need to take a stimpak or be taken to a doctor. If you aren't in the next ten minutes your character loses a life. Bandages can help stall the time for a minute, but you can only use 5 bandages max on a character a day (One per limb and torso). A normal character only has three lives, unless they are a super mutant or they find a legendary gold nuka-cola, which restores one. When you have died and are out of lives your character is permanently dead and you must switch to a different character of yours or go to the staff and ask to play as an NPC.

Respawning (I live, I die, I live again...)

When you die you leave the play area with your weapons over your head to represent out of game status. When you die you go to the town doctor to recover and respawn. In order to respawn you must spend a shift as an NPC bad guy until slain or pay the doctor 20 caps to skip your NPC shift.

Looting and Lockpicking

Private tents are considered out of game and not lootable. Personally-owned equipment may never be looted or stolen. Only in-game tagged lootable items can be stolen from other players, and you may only take the tag not the item. You may loot players as they bleed out or if you have a high enough skill.

Every lock requires 30 seconds to unlock and at least one lockpick (without perks or advantages), some safes have multiple locks which each require a separate 30 seconds. Players will roleplay trying to unlock the lock with their tools during this time. After the lock is picked, throw your bobby pin inside the safe it is now all used up. Some safes may be booby-trapped with a green glow stick. If you open one of these, you are fatally irradiated and begin to bleed out. Radaway is the only thing that can heal you. Replace the door to closed position before leaving.

Ammo on the ground may be picked up only for recycling purposes and may not be re-fired(unless you have the perk to do so). Spent ammo can be traded in bulk back to the shop, 15 pickups for 1 cap generally, or you can see if they will resupply you for more.

Armor

Armor costs the same per location and must be purchased accordingly (left and right arm, left and right leg, torso and head – 6 total locations).

Light armor negates one damage (leather, basic scrap armor, basic cyborgs and vault suits)

Heavy armor negates two damage (metal scrap armor, power armor, armored cyborgs)

Character Creation

A new player will start with 50 experience to spend on professions and 20 caps to spend on weapon tags, armor tags, ammo or even a meal. This is for all your characters if you choose to create more than one so spend it wisely. If you bring in a nerf gun or boffer weapon to use, it must have a tag to go with it. You need a tag for physical items if you want it to have an effect in the world. You don't need one for character's personal items or decor. Quest items that are provided by Game Staff must be returned at the end of game but you keep the tag. Players must pick a race. Each race has its own unique benefits (note: if a player picks a race that has minimum make-up/garb requirements then those requirements are added to your "minimal garb standards").

Races

Players must be easily identifiable/distinguishable as their specific race.

Humans

Although more common out in the larger cities, the humans don't have a place out here in the Hills to call home yet; thus many of them wander and scavenge trying their best to avoid other humans. Humans have a long history of enjoying chems/alcohols. Humans may take 2 chems per day without becoming addicted (Other races may only take 1). Humans also get rank 1 professions at half cost.

Cyborgs

We built them to make our lives easier but then they revolted!...well some of them. Cyborgs have head to toe light armor naturally (with no armor worn). Cyborgs may wear armor to increase the amount of armor they have already with 2 points for heavy armor. Cyborgs may use repair patches and bandages interchangeably on both Wounds and Natural Armor (as well as buy NPC "healing" or "repair" interchangeably). *Silver/chrome/metallic makeup should be used.*

Ghoul

Survivors of a nuclear war, they have been blessed and cursed by all of the radiation exposure. They age extremely slowly and some of them are very old. They retain all of their human characteristics from before mostly but few memories. Most of them now speak with a raspy voice. Their skin resembles that of a burn victim, a cadaver and one with muscle showing from missing skin. Ghouls often refer to humans as "smooth skins". Ghouls take great offense to being called a "zombie". Most of them have missing noses; players must black out their noses (or use other makeup/prosthetics) to reflect this. A zombie mask will also suffice as a minimum. *Brown and white makeup is reserved for Ghouls. (Black and Red are great highlights)* Ghouls are immune to radiation in all forms. Feral Ghouls will target Ghouls only if no other non-ghoul targets exist. Ghouls usually offer the same courtesy to Feral Ghouls.

Super Mutant

These once normal humans were mutated to orc-like big and tall brutes by the Forced Evolutionary Virus. They have amazing strength and endurance. Often they have very deep voices, childlike intelligence, and a strong blood-lust. Most Super Mutants seem to be mentally stupid, although intelligent and even friendly Super Mutants have been discovered. Super mutants often refer to humans as "grey meat" & "tenderoni" to insult them. Their skin color is a solid or mixture of green, yellow, orange, and/or gray. *Green and yellow makeup is reserved for Super Mutants.* Their faces often have battle scarring and their bodies are armored with scrap. Orc or similar brute monster mask will work as a minimum, makeup is preferred. They favor having large shoulder pads. Once per day they may resist radiation, such as a discharge from a Feral Ghoul or a Rad-Trap. A super mutant has one extra revive (the normal amount is three for a character). They can bleed out for two minutes instead of one before needing a bandage. Super Mutants are born with the ability to use two-handed weapons.

Items

Repair patch: can only be made by repair tree (Duct Tape)– can be attached to items to make them function again after they've been shattered

Bandage: Strip of white/bloody cloth can be put on a limb to quick fix & keep players from bleeding out.

Stimpak: Syringe of red fluid (3cc) - used to bring a player back to life from bleeding out.

Super Stimpak: 10cc double-use version of Stimpak

Buffout: Baggie with spree candy inside – used to make you hit 2x harder.

Med-x: Syringe of yellow fluid that grants you immunity on the next hit

Radaway: Cures all radiation poisoning

Empty syringe: Bring to a doctor to refill it

Rad-X: Allows you to explore radiated areas for 2 minutes

Modified Weapon: A weapon that can do a certain type of damage (ex: explosive shots)

Repair patch

This handy patch can be attached to a broken piece of armor, shield, weapon to make it whole again (or someone with a repair perk can fix it). The same section of armor may not be patched twice (like the same limb cannot be patched twice). If the patch is removed in any way your armor is again damaged in that section and no longer offers protection.

Bandage

Use this on a player who is bleeding out and needs more time because the doctor or stimpak isn't nearby. It will add one minute on top of the Ten you are given. A total of 5 minutes can be added with 5 bandages. Can only be used on a player 5x a day, One per limb and one for the torso. Use a stimpak or visit the medic to get your HP restored.

Radaway

Using Radaway will instantly cure a victim of radiation poisoning. If they are "bleeding out" in irradiated water or in a radiation zone and given this they may quickly flee the zone. Once free of the zone they suffer none of the symptoms of radiation sickness and are back to there before poisoning health. Be careful not to become irradiated while giving Radaway to another player that is dying in a radiation zone.

Rad-x

Gives you the ability to explore irradiated areas without taking damage for 2 minutes. Very rare to find though and very expensive in stores if they even sell them.

Stimpaks

A Stimpak heals 3 wounds (one where administered and two of the recipient's choice). Larger, 10cc syringes of Stimpaks can be used as an instant full heal. Single dose stimpak syringes are 4 caps, Double 10cc syringes are 10 caps. While bleeding out another player may partially heal you with a Stimpak (or fully heal with a Super Stimpak). Players need to wait 30 seconds in between taking any syringe or chem. Only Super Mutants can be stim'd to life from a headshot.

Buffout

Addicting, strength-enhancing chem. After consuming it lies dormant until you swing a melee weapon against someone. Makes all of your single-handed weapon swings count as double-handed Strength-enhancing effect lasts one minute.

Med-X

Users ignore their next wound. Addicting pain-numbing chem. After injecting it, Med-X lies dormant until you are wounded.

Legendary Items

Across the Wastes you may stumble onto Legendary items and Old-World relics, high-tech rarities that go beyond the usual rules for items. These will be accompanied by a bright index card stating “ ◊ Legendary ◊ ” and describing the exact rules that govern the item. The tag for that item must stay with the item (Staff can reattach it should it come loose). The item may allow a player to stretch or disregard certain rules; if you question a player on a rule they appear to be disregarding and they respond “Legendary,” you can assume they are legitimately granted a special ability. ALL Legendary items are dropped/allowed to be looted upon death. There is a random spawn traveling merchant who will exchange “golden caps” for Legendary Items.

Skill Trees

A character should have at least one skill trees, and not more than 3 different skills, or 4 for humans. Once the skills are selected, a character can improve them by purchasing Perks with their Experience they earn. Each Level 1 Perk costs 10 XP, after you purchase it you have the option of buying a Level 2 Perk for 20 XP or spending 20 XP to improve the rank of your already purchased Level 1 Perk. If you wish to buy a Level 3 Perk for 30 XP, you must have already purchased Levels 1 & 2.

Gunsmith

Branch one: Gunslinger: Perk 1: Your weapon may be modified in-game (ex: fire damage)
Perk 2: Bullets do two damage each **Perk 3:** You may now do two damage with Advanced Tech (Nerf Rival) **Perk 4:** You are now able to do three damage with plasma weapons (Disc ammo)

Branch two: Heavy weapons: Perk 1: Mega darts now do 2 damage **Perk 2:** Turrets and machine guns (battery powered nerf guns) can be used now and deal two damage per hit **Perk 3:** Missiles now do area damage to all players within a six foot radius of the strike point. The damage ranges from four to six hit points depending on the player’s closeness to the explosion; hit=6 damage 1-3 feet=5 damage & 4-6 feet=4 damage.

Branch three: Repair: Perk 1: The ability to make a weapon patch or repair a weapon **Perk 2:** reuse spent ammo or recycle ammo brought to them **Perk 3:** create one additional gun tag with scavenged items per day while at an event (the higher the level the more guns you can repair or make gun tags per day.)

Blades and Boffers

Branch one: One-handed weapons: **Perk 1:** you may now repair one weapon or make a patch **Perk 2:** one-handed weapons now do two damage **Perk 3:** You can now create a one-handed weapon once per day while at an event **Perk 4:** You may now modify a one-handed weapon once per day while at an event **Perk 5:** you may now modify your one-handed weapon twice

Branch two: Two-handed weapons: **Perk 1:** You may now repair your weapon or create a patch **Perk 2:** your weapon now does two damage (Super Mutants are born with the ability) **Perk 3:** You have the ability to shatter a weapon once per day while at an event **Perk 4:** The ability to create a two-handed weapon once per day while at an event **Perk 5:** the ability to modify your weapon once per day while at an event **Perk 6:** you may now put two modifications on one two-handed weapon.

Branch three: Shield: **Perk 1:** You may now repair your shield or create a patch **Perk 2:** Blocks two points of damage. **Perk 3:** You may create a shield once a day while at an event **Perk 4:** You may now modify a shield once a day while at an event **Perk 5:** You may now have two modifications on your shield **Perk 6:** You have the ability to crouch behind your shield and for a total of 5 seconds hide from an enemy which will confuse them. ******(A player may use a shield and a one-handed weapon or a handgun, but not a two-handed weapon or a heavy gun)******

Branch four: Armorer: **Perk 1:** You can now repair light armor once per day while at an event **Perk 2:** You may now create 1 piece of light armor a day while at an event **Perk 3:** You can now wear heavy armor **Perk 4:** You can now repair heavy armor once per day while at an event **Perk 5:** You can now create armor once per day while at an event **Perk 6:** you may now modify your armor **Perk 7:** You may now apply two modifications on one piece of armor

Medic/Chemist

Branch one: Medic: **Perk 1:** You can create a bandage once a day while at an event **Perk 2:** You may now recycle an empty syringe once a day while at an event **Perk 3:** You can create a stimpak or radaway once a day while at an event **Perk 4:** You can create an addictol or a super stimpak or rad-x once a day while at an event **Perk 5:** The ability to bring back a person immediately after they bleed out too long (no more than 5 minutes past the 10 minute mark), using a super-stimpak (it's perfect if you're tank player goes down in battle and you're overwhelmed) One use every two days at event

Branch two: Chemistry: **Perk 1:** you can create 2 molotov cocktails once a day while at game **Perk 2:** you can create med-x or buffout once per day while at game **Perk 3:** you can create a grenade once per day while at game **Perk 4:** you can modify a weapon once per day while at game **Perk 5:** You may now apply two modifications on a weapon once every two days

Scavenger

Branch one: Scout: **Perk 1:** You now have the ability to open an easy lock or hack a terminal once a day while at an event **Perk 2:** You now have the ability to hide from an enemy for 5 seconds **Perk 3:** If you attack an enemy while hidden it does one extra damage

Branch two: Lockpicking: **Perk 1:** You can pick an easy lock. **Perk 2:** You can create one lockpick **Perk 3:** You can pick a lock without breaking a lockpick 1x a day **Perk 4:** You can create an easy key

Branch three: Crafter: **Perk 1:** You can disassemble a large item once a day while at an event to create base items like plant fiber or glass **Perk 2:** You can create a base item like cotton or glass **Perk 3:** You can create items like an empty syringe or gunpowder **Perk 4:** You can create base items like ammo or a blade. **Perk 5:** You can create special items or modifiers
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Science

Branch one: Weapon Modification: **Perk 1:** You can create weapon repair patches **Perk 2:** You can modify your weapon to do fire damage **Perk 3:** you can modify your weapon to do rad damage **Perk 4:** You can create one piece of alien tech per game

Branch two: Plasma weapons: **Perk 1:** you may use plasma weapons (nerf discs) for 2 damage **Perk 2:** You may recycle plasma ammo **Perk 3:** You may now create a plasma weapon once a day while at an event **Perk 4:** You may now modify a plasma weapon once a day while at an event **Perk 5:** You may now apply two modifications on one plasma weapon once every two days while at an event

Branch three: Hacker: **Perk 1:** You can hack a terminal once per day while at an event **Perk 2:** You can hack and use an enemy turret gun once a day while at an event **Perk 3:** You can repair synth or a hack synth once per day while at an event **Perk 4:** You can create one piece of tech for a synth once every two days while at an event

You still need supplies to create all these items, WITH TAGS in game. Look for the recipes at game

weapons automatically do ONE damage unless you invest skill points into the right perks

*each skill perk requires Experience; the first perk requires 10 EXP, the second perk requires 20 EXP, the third requires 30 EXP, the fourth requires 40 EXP (and so on in multiples of ten)

