



WASTELAND ¹²

November 14, 2020, Wayne's World of Paintball, Ocala, FL

\$35 Advance Registration / \$40 onsite

Wasteland 12 continues MGP's *Wasteland* event series in this alternate reality event inspired by the *FallOut* computer games. Our game continues in the central Florida Wasteland of 2290.

If you've never been to one of our *Wasteland* events... the most important thing to understand is that this is an ***interactive storytelling experience***. It's much more than just an airsoft game. The Florida Wasteland storyline has continued to build on itself and evolve across previous events spanning the past 9 years (the Florida Wasteland story began in *Wasteland 4*). Some players have come religiously to every event, which has built the story line from player actions, accomplishments, and failures of the events prior. Players come to *Wasteland* to have fun, and immerse themselves in complex world of violence, negotiations, deal-making, and double-crossing. Deals are made and broken. Total strangers may come to save you from the direst predicaments, or "trusted allies" may suddenly turn on you. Many players spend considerable effort making the perfect post-apocalyptic costume and building props for the event. Many teams that have come for multiple years actively take part in creating new missions and objectives sponsored by their own team to further develop the experience.

Wasteland 12 Player's Pack v. 1.0

We ask that if you have never been to a Wasteland game... make an effort to dress the part... and let yourself slide into the role and the game. "Winning" in Wasteland is having a great time and helping others have a fantastic experience unlike any other "airsoft game". Please leave your "real world" differences, disputes, politics, and grievances outside the event and come to the Wasteland to help share a fun and unique experience!

Mask and Social Distancing Rules

- Masks and attention to social distancing is a requirement for this event.
- All players must wear cloth masks, paper medical masks or respirators when in the staging and registration areas.
- Temperatures will be taken during registration process. Players with a body temp higher than 100 degrees will be asked to leave the event (with refund given).
- Cloth masks should be two layers or more (e.g., a doubled gaiter would be acceptable).
- Mesh or paintball masks are not acceptable by themselves; a cloth or paper mask must be worn underneath.
- Registration will be held under a pop-up shelter. Please maintain 6-10 feet distance between other players/groups.
- After picking up lunch (wear masks in line), spread out in staging area and parking lot to eat.
- Players may remove masks when eating or hanging out in parking lot (if nearby players don't object)
- Players may remove masks when on the field when by themselves or among teammates who don't object.
- Players must mask up when entering settlements and when approaching other players.
- When in doubt, if someone approaches you wearing a mask or respirator, put on your mask or respirator.
- Players who repeatedly violate these rules or refuse to comply will be asked to leave the event.



Background

After the fall of the Red Duke, Crystal Springs was rendered uninhabitable for humans after the detonation of an improvised explosive built from fusion cells and a canister of the Forced Evolutionary Virus (FEV). It became a haven for Super Mutants under the leadership of the Nightkin known as Tio Savage. Savage called the mutant haven "New Roanoke" and established limited trade with humans, while Super Mutant raids for captives and food continued into the surround wasteland.

Merchants and settlers retreated to the former Blackmarsh stronghold in the north, while the Guild withdrew from the contaminated ruins to occupy Fort Destiny. The former members of the Lucky 38, dropped the "Lucky" moniker after the destruction of their Casino and turned to raiding to survive. They established a partnership with Blackmarsh and carved out a raider community in Soggy Bottom. The Florida Wastes saw a dark period of savagery and lawlessness.

Last fall, a group of renegades secured a Garden of Eden Creation Kit (GECK) and triggered the device in the contaminated city. The miracle of lost, pre-war technology aggressively cleaned the air, soil, and even restructured the cellular make-up of bio-matter within the area of effect. Many Super Mutants were killed by the effect of the GECK, while others fled into the surrounding wasteland. After the active effects of the GECK cease, Crystal Springs was purged of radiation.



Over time, the scattered settlers and refugees began to return to Crystal Springs. It again became the center of commerce. Merchants returned to the city and a group of survivors even established a postal service to support the various settlements and help bring civilization back to the wastes.

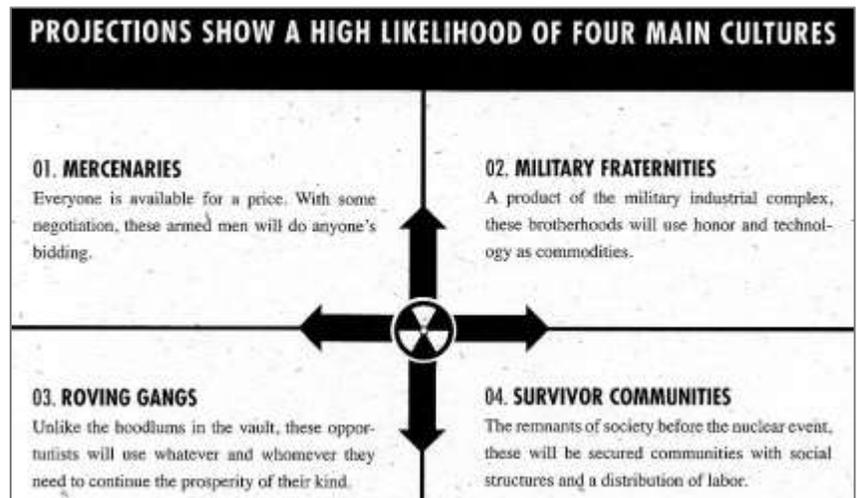
However, a subtle new threat emerged. The GECK did not cleanly wipe away all remnants of the FEV, but instead the cellular restructuring created a new viral plague. The plague was slow to gestate in a host, and soon was spread among settlements and survivors across the Florida Wastes. While only killing a small percentage of those infected, it sickens many more and has disrupted trade and settlement security across the Florida Wastes. No reliable treatment or vaccine has yet been developed, but some say the key to a vaccine was born in Crystal Springs itself.

Cost for advance, online registration is \$35. Onsite registration is \$40. Take advantage of advance registration. It saves you money and makes the organizers' job easier! Please pay attention to mask requirements, uniform guidelines, weapon and ammo rules! Players should be 16 years of age or older by November 14, 2020 unless cleared in advance.

Factions and Uniforms

Players come to Wasteland year after year for the unique atmosphere and game dynamics. Wasteland is a chance to dump mil-sim pretension and posturing for a change, and just have some fun as a post-apocalyptic survivor. Please ensure you and your teammates are dressed for the part. It really makes a difference.

Some factions may have been assigned to a specific airsoft team in advance. Be sure you register online to secure your place! If you see a faction identified as "private", it's meant to be for a specific team. However, you can post on our "Wasteland – MGP" Facebook group if you want to contact a particular faction and ask if they are taking additional recruits.



If you are a solo player or very small team, we recommend signing up with one of the public factions or general Wastelanders. If you are a larger airsoft team and NOT part of a private group, you are welcome to join one of the public factions or might want to consider forming a personalized "raider team" of your own. If you and your buddies are creating a personalized faction, just sign up as a "Raider" and be sure to put the group name in the registration comments field.

There may very well be other factions and raider gangs at the game not on this list, but this reflects those identified when the players pack was released.

Wastelanders (public)

The independent, ragged survivors living in the Florida Wastes. Many risk life and limb searching for pre-war relics they can sell for bottle-caps. Others hire themselves out as part of a militia to help defend their townships against raider and slaver attacks. Some seek employment as guards for travelling merchants or try to find temporary work with one of the larger factions. The wastelander role is for solo players or small groups of friends who want to have the flexibility to do their own thing on the field but would prefer to be one of the “good guys” or at least neutral! This doesn’t commit you to any faction for the whole day and provides a lot of options.

Wearing – Wasteland Survivor, Mixed Civilian and Paramilitary. No full uniforms!



Raiders (public)

Raiders are gangs who pillage, plunder, murder, or otherwise ruin the day of anyone unfortunate enough to run across them. Raiders often prey upon travelers and small settlements. To identify themselves, most raider gangs adopt a recognition feature such as a colored strip of cloth as an arm or headband. Others may all wear hockey masks, dye their hair bright colors or have some other identifiable feature identifying their Raider gang affiliation. Raiders are a great option for player teams wanting to be “bad guys”. Usually several custom raider teams are fielded each year. Talk to your buddies if you want to run as a raider gang, figure out any special theme you’d like to run and identify your gang name when you register!

Wearing – Wasteland Survivor, Mixed Civilian and Paramilitary. No full uniforms! If you and your buddies plan to run a gang of raiders, decide on some sort of recognition item to help you stand out!

The Cult of Cthulhu (public)

In the depths of the Florida Wastes, a small cult worship something dark and terrifying. The desperation and hopeless existence of the Wasteland can drive even the strongest souls mad. And sometimes in madness... comes a new understanding of man’s place in the universe... and what powers truly rule the cosmos.

Wearing – Wasteland attire with occult trappings



The Sunshine Band (public)

Former mercenaries trying to build a new life as merchants and settlers, TuKhan, leads the Sunshine Band with the assistance of security leader Red Fingaz. The Sunshine Band seeks to provide a haven for travelers and adventurers braving the radiation and Super Mutant threat. The Sunshine Band is looking for merchants and gunslingers. They welcome travelers who conduct themselves appropriately. For those who do not, Red Fingaz and his soldiers are ready to restore the peace.

Wearing – Wasteland Survivor, specifically dirty/ragged “Dad shirts” and BDU bottoms. No full uniforms! Note that role-play is very important with this team.



The United States Postal Service (USPS) (public)

Communication between settlements is a critical part of restoring order and civilization to the wastes. A group of wastelanders stumbled across the ruins of an old post office and committed themselves to restoring the USPS. They deliver messages and packages between settlements. With the philosophy of “better late than never”, they have dedicated themselves to slowly working their way through the old mail bags in the post office to deliver pre-war letters and packages to any surviving descendants they are able to identify. The USPS takes their work very seriously and applies lethal force to any that stand in the way of their appointed rounds.

Wearing –“Wasteland Postal Worker”, specifically **dirty/ragged light blue shirts with a mix of pants or shorts. Many wear tiger-stripe uniform patterns with blue/white recognition markings, but should avoid a full milsim uniform.**

Enclave Research Foundation (public)

The Enclave Research Foundation is the last remaining institution of the Enclave. This group remains as a stay-behind element after 2287 when the Enclave and Brotherhood wrecked Crystal Springs and withdrew. While most Enclave forces withdrew from central Florida after the battle several years ago, the Research Foundation remained behind to contain or decommission irradiated anomalies in the Wastes. **Wearing** – **Faction colors are black and grey. If using camo pieces, ACU/ABU/NC tops ONLY with black pants. Wasteland operator... requesting shades of blue, black, and gray. If any camo pieces are worn, requesting M81/Woodland MARPAT, MC tropic. Enclave and SCP armbands or patches to be worn!**



The Center for Disease Control (CDC) (public – limited numbers)

With the outbreak of the new plague, the citizens of Crystal Springs established a team of doctors and “cleaners” – The CDC. Members of the CDC have established a small field hospital, and send teams patrolling the wastes... seeking signs of infection. Team members are said to have substantial medical skills and sanitizing compounds to help those they can, as well as guns and kerosene for those they cannot. **Special Faction Rule:** The roving CDC teams function as a “roaming spawn point” for players during the game. “Dead” players who run into CDC teams on the way to respawn may pay caps to the CDC team to be “sanitized” and brought back into the game. There can not be any active combat going on in the vicinity and the final decision to respawn or not will be left to the lead CDC member.

Wearing – **Dark clothing, black and browns. Members wear beaked “plague doctor” masks or respirators.**

Black Marsh Brotherhood (private)

A large and aggressive group of Raiders. After the Red Duke burned their settlement, the organization has been roaming far afield, living the pirate life. These notorious chem abusers and recreational murderers appear to be working with the 38... at least for the time being.

Wearing – **Wasteland Survivor, Mixed Civilian and Paramilitary. No full uniforms!**



The Guild (private)

Mercenaries, bounty-hunters... the Guild is a faction with significant force of arms in the Florida Wastes. The Guild is a closely-knit band of warriors selling their skills to the highest bidder yet operating under a regulated code of honor. If a contract is made, they are fiercely loyal to its terms, and will see it through or die trying. But once the terms and time limit of the contract are expired, their skills are back on the market for a new client. They can be a valuable ally... or a feared enemy... depending on who maintains their contract. **Wearing – Distinctive mercenary (Mandalorian) armor in various colors. Deathclaw skull is used as their logo.**



The 38 (private)

Several years ago, a group of well-dressed (by Wasteland standards) strangers arrived from New Vegas under the lead of a dapper gent calling himself Mr. House. They established the Lucky 38 casino in Crystal Springs, which ran a thriving operation for years. But the loss of the casino... the collapse of the dream... seems to have changed something in them all. Calling themselves the “38” (having lost their luck), the casino crew has taken to raiding to survive. They seem to have established an agreement of cooperation with Blackmarsh, and even former high rollers of the casino are advised to exercise caution when approaching the 38... the game has changed for them.

Wearing - Wasteland Survivor, Mixed Civilian and Paramilitary. No full uniforms! Often mixing ragged bits of pre-war business and formal wear with their new raider savagery.



The Super Mutants (private)

Cast out of their short-lived mutant haven of New Roanoke, the Super Mutants have resumed roaming the wasteland. Not the brightest inhabitants of the wasteland, the green-skinned mutants still possess a certain low-cunning. They are strong, resilient, and always hungry. Their smarter, blue-skinned Nightkin are smarter and have even been known to communicate with humans... but they may have a hard time containing the savage nature of their green-skinned brothers.

Wearing – Wasteland rags and crude armor. Masks/body covering or body paint to represent the green Super Mutants and blue Nightkin.

Other Factions

Other factions are certainly welcomed and encouraged, as with all Wasteland games. If you and your friends are running a faction not listed above, simply sign up as a RAIDER and list the faction name in the team affiliation field!

The Economy

Bottle-Caps

Bottle-caps are the primary currency in the Florida Wastes. Players may find caches of caps hidden in ruins or earn caps by selling pre-war relics to merchants and doing jobs for merchants and other non-player characters.

Plain caps are the common currency, but Nuka-Cola caps are especially prized. Nuka-Cola caps may also be found in the Wasteland or converted with some merchants. The going conversion rate of regular caps to Nuka-Cola caps is 10:1. Converting up to Nuka-Caps helps make carrying large sums of loot much easier. *Caps will be provided by the game staff to help maintain a game balance. Please don't bring your own... even if you have a buddy who is a bartender.*



Scrounging

Some wastelanders make a living by scrounging... searching the wasteland for pre-war relics and various odds and ends that they can sell to merchants or other players for caps. The game staff will scatter a lot of pre-war relics across the field (and periodically replenish them). And there is random crap and trash already on the field that some merchants may buy off you as well. Some very enterprising players have taken to making props or bringing out some of their own pre-war junk to sell in-game. Generally, the more interesting the item, the higher price it may command... but don't expect to get rich on scrounging alone. Merchants are making a living too and may not be willing to pay what you're asking.

Jobs

Talk to merchants and NPCs you encounter to see if they have jobs for you. Merchants or caravan companies often hire security guards to protect their store or their caravan route. As some factions become more successful, they may be looking for hired guns or may post bounties on players that cross them. The Guild is known as a source of some bounty-hunting work, often passing smaller contracts deemed too small for the Guild on to outsiders.

Looting

Those with a greater moral flexibility may not want to get their hands dirty scrounging or working when killing and looting is an option. Raiders regularly loot travelers and lightly defended settlements. Sometimes players may need to acquire items that another refuses to trade or sell.

When a player is shot, they lay or sit down on the ground until they have "bled out", been dragged to safety or given first aid. If a player reaches a downed enemy, the player may loot one pre-war relic from the wounded enemy's inventory, a fistful of bottle caps or a small amount of ammo (looter's choice). A wounded player may only be looted once, not have a line of scavengers waiting to take something!

Slavery

Perhaps the darkest element of the economy, if a player surrenders or is wounded and healed by a rival faction, he becomes a prisoner. The player slings or holsters his weapons and is considered to be disarmed until freed. Captives may be held for ransom. They may be sold or forced into slavery for menial work or pit-fighting. Please don't keep captives or slaves much longer than 20-30 minutes before they are killed off or released and the player allowed to get back into the game.

Overall Flow of the Economy

The economy is intended to flow in a general circle across the field. City merchants **SELL** items that are critical to sustaining operations (e.g., ammo, stim-packs, chems, city homes, and settlement flags). They are not interested in buying relics and pre-war junk, although they will have some missions from time to time. They will also accept relics tied in as a specific mission goal. Wasteland merchants outside the city, on the other hand, **BUY** items scavenged from the wasteland. They will also have missions from time to time.

Thus, the general economy flow has players going out of the city to find relics, perform missions, sell relics to merchants, and earn caps. They will return to the city to buy critical supplies they will need to continue operating. There may be limited cap-earning missions inside the city; bounty-hunting, clean-up and repair work, guard duty, and less savory things like assassinations and other highly criminal behavior. However, the general economic flow sends players into the wastes to earn caps, and brings them back into the city to spend caps.

Weapon and Ammo Restrictions

Wasteland Weapon Rules (Important!)

Players may start the game with any combination of boffer weapons, AEGs, gas or springer weapons. All weapons will be used in SEMI-AUTOMATIC MODE ONLY until a weapon upgrade is purchased from a few select merchants. When a player purchases an automatic weapon upgrade, the merchant bands the front end of the weapon with a bright, recognizable marker.

SAWs and similar weapons which do not have ability to fire semi-auto cannot be used until the upgrade is purchased. Please help the staff police the game and report players you see firing an unmarked, unapproved weapon in full-automatic mode.



Wasteland Ammo Rules (Important!)

Please do NOT bring your own ammo to the field, or any residual Wasteland ammo from previous games (however see Homestead Exception below). Field ammo will be provided specially for use in the game to start players on a common baseline. It will be quality, biodegradable, non-white ammunition, currently planned to be purchased in standard 0.2, 0.25, and 0.32 weights.

A limited amount of ammo will be issued to each player at the beginning of the game. As players accomplish missions, find and sell pre-war artifacts, rob other players or plunder their bodies, they accumulate bottle caps to “buy” extra ammo or simply loot some ammo from dead enemies.



Special sniper ammo – We are pretty confident that MOST players should be absolutely fine with a range of quality 0.2, 0.25 and 0.32 BBs. You should be fine with these for the day. We recognize that some very serious snipers only use highly specialized, exotic sniper ammo. Rare-earth, pearlescent plastic resin hand-mixed by Shaolin monks, cast into molds under the light of a new moon, serenaded by Tibetan throat singers and lovingly polished for hours between the silky thighs of Thai lady-boys. If you absolutely, positively require some different sort of sniper ammo than the 0.25 or 0.32 weight available on the field, simply make a purchase and sacrificial exchange. For example, if you have two-hundred of your exotic BBs... buy 200 BBs from the merchant, toss them into the bushes and then use your specialty sniper BBs. If you're playing with your AEG or an HPA assault rifle... try to make do with the field ammo.

Homestead SAW and Ammo Special Exception

Teams given permission to establish Homesteads will be granted an upgrade for one SAW specifically for Homestead defense. The Homestead SAW is meant to be considered a “fixed” emplacement and should not be moved more than a few steps from its designated position. Consider tethering the weapon to a specific position with a rope or bungee cord.

Homestead defense SAWs may use BBs brought by a player. This means Homestead defense SAWs effectively become very dangerous machine-gun emplacements that will make attacks on homesteads challenging, but not impossible. Homestead SAW ammo may NOT be interchanged with personal weapons, which are required to use field ammo. Players will expect to see streams of white BBs blasting out of Homestead SAWs. If they see a stream of white BBs blasting out of a player's assault rifle or SMG, be able to identify the player and report it to an admin. (*Please remember that Homesteads need to be approved in advance for this exception! Also Super Mutants and Nightkin will most likely be using white ammunition as they will be under a different rationing system for their special roles.*)

Grenades

Grenades have an area of effect damage-radius of 10 feet from the grenade (a 20' diameter circle). If the grenade is a design that throws out a spray of BBs, a hit by a BB outside the 10 foot radius is a valid hit, otherwise being within 10' of the grenade is within the damage radius, whether or not BBs are involved. Thunder-B grenades are very commonly used in game. Taginn and Enola Gaye pull-pin grenades were approved last year by Wayne's World, although these still may be on a "thin-ice" approval and could be changed in the future. An individual in power armor, or a super mutant, is "frozen" by a grenade but not killed by the blast. A melee strike to their kill-plate while the servos are locked up / are stunned by the blast, will kill them.

Smoke Grenades

Only "cold-burning" (no exposed fuse) smoke grenades may be used at Waynes World and they may only be deployed by game admins, who will stay and observe the grenade until it is fully extinguished. They will only be deployed in the open and never in a building.

"Nukes"

Nukes have been getting a little out of hand over the past few years. It will require admin approval, act-of-god, and maybe an old-fashioned handy before "home-made" nukes will be in play for Wasteland 12. There has been a very well-made FatMan prop in use the past few years. This will be accepted but the FatMan should not be used more than once an hour. It will also have only a 20' area of effect radius (twice that of grenades), but it will also kill power armored foes and super mutants in the area of effect.

Chems

Several specialized drugs, or "chems", are available in the Wasteland from merchants.

Stim-pack

Stim-packs offer a "back in the fight" effect similar to the Ace bandage "first aid kits" in the general event rules, but stim-packs may be self-administered. The stim-pack is represented by a specially labeled bottle of water you can purchase from some merchants. You guzzle down the water, crush up the bottle and stick it in a pocket or pouch, and you have just self-administered a stim-pack.

Mentats

Mentats boost a player's intelligence for a brief period of time. If a player pops a few Mentats in front of an NPC merchant, their negotiation skills are improved and should get a 10-20% improvement on prices when buying or selling from the merchant.

Psycho

Psycho is a combat drug that jacks up the user's system so that they feel no pain for a brief period of time. They continue to function (briefly) with horrendous wounds that would normally kill them. A player downs the Psycho, takes a deep breath and starts a loud, blood-curdling scream or war cry. As long as they maintain that war-cry... rarely no more that 5-10 seconds... the player ignores ANY damage. They can charge straight into melee combat, or lay down a barrage of weapon fire while dozens of BBs bounce off their body. The war-cry signals to other players that the person is on Psycho. Once they run out of air in their lungs and the war-cry ends... all the wounds catch up with them and they drop. First aid or stim-packs may be used on an expired Psycho addict.

Jet

Some gangs cook up Jet as a combat drug, which temporarily speeds up a player so that it seems that time slows for them. The "official" Jet inhalers on the field (when "loaded" with Jet) will have a small, empty latex balloon stretched over an open end of the mouthpiece. In game, rather than inhaling, the player blows on the mouthpiece till the balloon flies off. For approximately the next 8-10 seconds... the player can "dodge bullets" by sprinting. They can legally ignore BB hits for approximately 10 seconds... and they must be sprinting! This can be very helpful if pinned down by enemy fire, to help a player move to better cover or to try and escape the firefight. To help opposing players realize you're hopped up on Jet and not just ignoring hits, yell "Jet! Jet! Jet!..." while you're running! Yell it 10 in rapid succession and you'll reach the chem's expiration.

Boffer Weapons

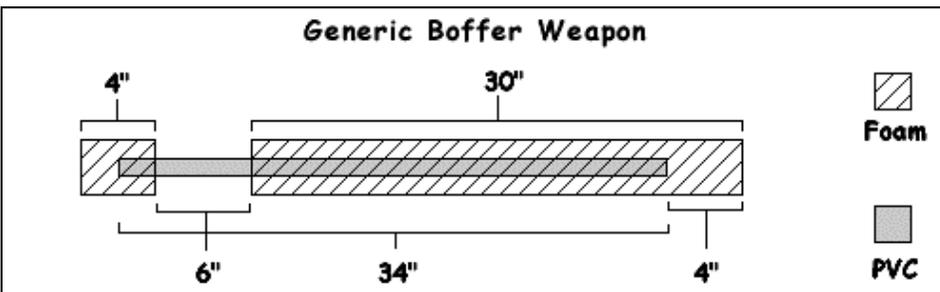
Foam boffer weapons will see some use on the field. Some factions use boffer weapons as secondary or even primary weapons at the start of the game, until they can afford to buy more ammo. Of course players unfortunate enough to be taken as slaves may find themselves in a combat arena, forced battle with other slaves or wastelanders desperate to earn caps, while onlookers bet bottle caps on the outcome.

Limb hits disable the limb. If you're hit in the arm, put it behind your back. If you're hit in one leg, you can still stand, but must hop on one leg to move. If the second leg is hit, go to your knees. Only a hit to the torso counts as a kill. Please avoid hits to the head or neck and remember that only a light tap is needed to constitute a hit. No home-run swings.



See the armor rules section for how armor protects against boffer hits. Both power armor and unpowered armor protect against boffer hits. If a player has the Buffi-Boy perk... they need to yell "Buffi-Boy" when they strike with a boffer weapon. Their blows are powerful enough that armor provides no protection.

Boffer weapons need to be approved by staff for use in the game. Molded foam weapons for most LARPs are permissible. Many hard plastic or rubber training swords, tomahawks, etc. may not be allowed. That will be the decision of an admin. If you build your own weapon, here is a suggested construction model.



Items needed: sharp craft knife, ruler or tape measurer, double-sided carpet tape, silver and black duct tape, PVC core of appropriate diameter, close-cell foam pipe insulation or a "pool noodle", tennis racket or hockey stick grip tape.

- 1: Cut the core to length. Put duct tape over the ends.
- 2: Mark where you want the grip on the core.
- 3: Cut your pipe insulation / pool noodle to length. It should extend about 1/2" beyond the end of the core for both pommel and the blade.
- 4: Put the pipe insulation or pool noodle on the core.
- 5: Carefully wrap the insulation / noodle in duct tape. Cover it all, but do not compress the foam.
- 6: Continue until the blade is covered, then repeat again for the pommel.
- 7: Cut cylinders of open-cell (sofa cushion) foam that are 2-2.5" thick.
- 8: Wrap the grip with grip tape.

If you're making a mace or hammer head, axe or polearm blade from foam, add it after you've done all the above. Try to avoid sharp points or backwards curves that could trap opponent's weapons.

Dressing for Wasteland

Few factions wear anything resembling traditional military uniforms. The Wasteland is a fun and out-of-the-mil-sim box experience. Players familiar with the *Fallout* games should already have good clothing ideas for wastelanders, raiders and others. Those unfamiliar with *Fallout* need only consider films like *The Road Warrior* series, *Doomsday*, *The Book of Eli*, *Escape from New York* and others.

Contemporary uniform *pieces* may be used, such as uniform trousers of any pattern or a set of load bearing equipment. No complete uniforms should be worn and the clothing should be mixed with civilian attire and various odds and ends of Wasteland savagery. Here are a few ideas and suggestions.



Look for football or hockey shoulder pads at a used sporting goods store. Paint them black, brown, silver, red, olive drab or whatever color you like as a set of wasteland armor. Cut up old tire treads and secure the pieces with ropes or other straps for apocalyptic-looking shoulder pads. MGP schedules Wasteland to fall shortly after Halloween. Costume shops will be full of hockey masks, spiked armbands and gloves, wigs and spray on hair-color. Be sure to have empty pouches and bags to store bottle caps. Consider a small backpack or sling bag to carry pre-war relics you may find in the Florida Wasteland. Have some fun assembling your own vision of a post-apocalyptic savage.

Armor (updated rules)

There are three categories of armor in the game: Armor, Power Armor, and The Paladin's Legendary Power Armor. A fourth, special case, is Super Mutant Resilience.

Armor

"Armor" will be actual or cosplay armor representing metal armor, heavy improvised armor (e.g., sporting pads, license plates, or tire armor) and pre-war ceramic/synthetic armor. It will generally take the form of plates, thick pads, or chainmail. Soft leather is not considered in this category but hardened leather, such as stiffened leather shoulder pads, will be considered acceptable. Armor will block melee strikes impacting the surface of the armor, causing no damage to the individual. The armor may take repeated melee strikes and is not "destroyed" when struck. An attacker must strike an unarmored section of the body to cause damage with a melee weapon.

Only the actual ARMOR turns a blow, not an armored limb. If a player wears armored vambraces on the lower arms, they may block any number of regular melee strikes on the surface of the vambrace, however if the boffer strikes the unarmored upper arm, elbow, hand or wrist... the limb is "lost". Likewise, a melee strike hitting an unarmored section of the torso or slipping between plates to contact the unarmored body will drop the individual to wounded/dead status. Headshots are to be avoided, although helmets and masks are suggested for players planning on a lot of melee combat.

If an attacker has the Buffi-Boy perk and announces it when striking, their melee attack ignores the armor and wounds the target. Armor, to include representations of pre-war ballistic armor, will ONLY turn melee hits or thrown boffer spears, axes, knives, etc. This category of armor will NOT stop firearms (airsoft BBs), nerf arrows, nerf rockets, and grenade blasts.

Power Armor

"Power Armor" will be a cosplay representation of a full body suit of high-tech armor on a powered exo-skeleton. In order to qualify as power armor, the suit must cover the torso and limbs (e.g., upper and lower legs, upper and lower arms, torso and back). We expect some gaps at joints, but are looking for 80-90% coverage of the body by the cosplay power armor. Helmets are **STRONGLY** encouraged for both the appearance and safety of power armor users, but a player will be considered protected under the power armor rules if their full body design is accepted and they elect to operate without a helmet for all or part of the game. A minimum 6" pie-plate must be mounted on the front and back torso as the "kill-plate target". The plate may be incorporated into the armor design or be mounted on straps worn over the armor and hold the plates securely in position. This is in deference to players whose design is also intended for cosplay conventions and would prefer not to incorporate a permanently mounted kill plate.

Individuals should try to submit full body photos (front and back) of themselves wearing their completed power armor to (mac@mindgame-productions.com) at least two weeks prior to the event for review and approval. This provides at least a two-week window for the player to address any identified deficiencies. Individuals with approved power armor will receive a special wristband at check-in that must be worn on the field. Individuals who do not get pre-approval for their power armor run the risk of it not being approved onsite if it fails to meet standards or the admins simply do not have time to inspect your suit. If the armor does not meet the standards for power armor, it may be worn as "standard" armor in the game, however they will likely be asked to remove the kill plates and enough pieces of armor that it will not be mistake as power armor.



Like the unpowered armor, power armor stops all melee strikes, to include those striking unarmored joints or gaps in an approved suit. Strikes from opponents with the Buffi-boy skill will also ignore power armor and wound the target. A strike to the kill-plate with a melee weapon/thrown melee weapon, OR a grenade detonating within 10-15 feet of a power armor user, causes the exo-skeleton to "lock-up" for 30 seconds. The power armor users freezes in place for a 30 second count, which gives their opponent time to escape or possibly bring a fire-arm to bear. Power armor also protects against firearms, and nerf arrows **UNLESS** they strike a kill plate. If the killplate is struck by a BB or nerf arrow, it is considered to have penetrated the armor and inflicted a wound/kill on the individual. A nerf rocket launcher strike will wound/kill a power armor user, regardless of where it hits them.

If the player is returned to the game via first aid or a stimpack, the power armor is still consider damaged and will only function with the same protection level of unpowered armor until it gets repaired by another player with the Blackfinger skill. This repair is replicated with a full 60-second count during which the Blackfinger must have both hands on the suit and neither the suit-wearer or the Blackfinger are engaged in other activities (e.g., moving, fighting). The player in a damaged suit may not repair their own armor, even if they have the Blackfinger skill, unless they remove the armor in order to repair the damage. If a player with power armor respawns at the field entrance or their own homestead, the power armor is considered to be restored.

The Paladin's Legendary Power Armor

Wasteland 12 features a special NPC opponent, the Paladin, who wears a special set of "legendary power armor". This juggernaut is discussed briefly in his own section, but he is a virtual tank on the field.

Super Mutant Resilience

Some pre-selected players will represent Super Mutants and Nightkin during the game. These FEV-mutated ogres are very powerful and very difficult to kill. They are easily recognizable from the green or blue skin, savage attire, and bloodthirsty nature. Super Mutants and Nightkin are allowed to wear kill-plates in the game, similar to a power-armored player, although the kill rules are slightly different, with the intent to support their semi-NPC nature in the game.

A hit on the kill-plate will force them to take a knee for 30 seconds. After thirty seconds they will slowly rise up, roar, and return to the fight. While they are down and wounded, a melee strike to the wounded mutant will kill them and force the mutant to leave the area to respawn. This helps boost the juggernaut effect of Super Mutant warbands... which roam the field just to create havoc and stir up battles. They don't really capture and hold terrain, they don't set up defenses, but just are a tornado of chaos that periodically crosses the field.

The blue-skinned Nightkin are more intelligent than their green-skinned cousins. A player might have more success in trying to parlay with a Nightkin than a Super Mutant... but it's still a very, very risky idea.



Character Skill, Perks and Archetypes

Basics

Every player's character in the wasteland has **FIVE** skills or perks. Three skills/perks are default ones that **MOST** characters possess, along with two additional skills that define special areas of knowledge or personal perks. A set of character archetypes have been developed for players to choose from when signing up for the game. Each archetype has a pre-selected range of skills appropriate for the character type. A few rare archetypes may lack one of the default skills, which provides a third specialty skill, but confers a penalty by lacking one of the default skills.

The default skills are; *Shootin'* – the ability to use a firearm, *Talkin'* – the ability to verbally communicate, and *Reasonable Joe* – the ability to negotiate and interact peacefully with someone outside your own group. These are considered default skills possessed by nearly all player characters.

Skills and Abilities

Blackfinger	Gunsmitty	Lucky Bastard	Shootin' (default)
Buff-Boy	Haggle	Powder-ganger	Reasonable Joe (default)
Demo	In the Know	Science!	Talkin' (default)
Doc	Legend of the Wastes	Scrounger	Tough Guy

Blackfinger – Mechanical aptitude. Character is able to repair machines, engines, and most mechanical devices. Able to repair damaged power armor. Some high-tech machines may require both *Blackfinger* and *Science!* skills to repair. Some missions may require this skill to complete, but players may also come up with creative applications of it!

Buff-Boy – Very strong. When striking in melee combat, shout “Buff-Boy!” at your opponent. Your melee attacks ignore all types of armor, but they may still be turned by a shield.

Demo - Skills and knowledge of explosives and bomb-making. With the appropriate materials, this character may improvise explosives or use their knowledge to disarm bombs. They should bring an admin into the process for special rulings on the effort. Note that multiple characters with *Blackfinger* and *Science!* may be able to do the same tasks, but it might only take one *Demo* expert to do the same.

Doc – Medical ability. Only characters with the *Doc* skill may use ace bandages for first-aid healing (anyone may employ a stim-pack).

Gunsmitty – Gunsmith. The player is given *two* free weapon upgrade during the day. Their character card will have check boxes with two times written on it. The player may redeem these upgrades with a merchant after the specified time, to obtain a full-auto marker for an AEG and use one of these to upgrade his own or another's weapon. Gunsmitty's may sell their upgrades, selling their service, to another player.

Haggle - The character is skilled at barter and negotiation. They are generally able to haggle better prices from a merchant than someone without the skill, effectively like a "permanent" effect of Mentats. Some role-play is expected in the exchange and the player should show their card to the merchant, so they know you have the skill. Don't expect massively different prices, 10-20% on the average, so this is most effective in larger sales/purchases. It adds up over time.

In the Know - The character is well-connected to a network of scouts, snitches, and spies around the wasteland and may be privy to special information others don't have. The player may periodically approach an admin and ask a question to his "network"; e.g., "What is the current location of the priest Baldor?", "What group currently has possession of the GECK?". The admin will radio other admins and NPCs to try to find out the answer to the question. Sometimes it may take a short while for the network to provide the information, the query may be unsuccessful, or the admin may rule it's a question unsuitable for the network.

Legend of the Wastes – Allows a character to use (improvised) tales of their own past deeds and notoriety to influence others to grant them special favors. A legend character cannot influence the same player twice. During the game, the "legend" displays his character card to other players and tells a creative tale designed to influence them. For example, "Hey! I know you! It must have been 10 or 15 years ago! You were just a little whipper-snapper then... your village had been looted by raiders and they had you staked out for target practice. I was that fellow in the long coat and fedora that swept in and shot them all to hell. Set you free, gave you some SugarBombs and dropped you off in Asswater Junction." The legend may ask the other player(s) to honor a *reasonable* favor or request. Examples might include sparing the legend's life, turning over a relic, giving them a great bargain, or helping them on a short-term quest. Unreasonable favors include killing team members and allies, doing something that will clearly get the influenced individual killed, etc. Some role-play and negotiation are expected. All parties are asked to be fair about it and have fun role-playing the skill. Remember a legend character cannot influence the same player twice during the game, and the effects of the influence should be *reasonable*. This is influence, not mind control, and the legend's fame may carry them only so far.

Lucky Bastard – Good fortune. When gambling, the lucky bastard may show their character card and announce they are using their lucky bastard perk. This allows them to add or subtracting up to three points to a blackjack hand, drawing up to two additional cards in a poker hand (discarding the ones he elects not to keep), moving the ball on the roulette wheel up to three spaces, or changing the fighter they selected in a pit fight. The player must then wait at least 10 minutes before invoking the perk again. Note that this perk only provides benefits in gambling.

Powder-ganger – An ammo maker. A little charcoal, yellow-stone and salty-pete... you know what to look for and how to mix it up. Get a few shells and lead and you're on your way to another load of ammo. The player has three timestamped check-boxes on their character card, which may be checked off and redeemed with a merchant after the allotted time for more ammo!

Reasonable Joe (default skill) – An ability to negotiate and interact with others outside your group. If a character does not this default skill, he will NOT negotiate, parley, bargain, or make deals with ANY OTHER PERSON than a member of his own group or faction. The character cannot interact with merchants, negotiate with other groups, or carry on a conversation with anyone except one of their own team members. They will either attack or fleeing from anyone not on

their team who comes too close or makes too much of an effort to engage with them. Saying this character is “anti-social” is extremely generous. Letting them near anyone not on their own faction is like striking a match next to a pool of gasoline!

Science! – Scientific aptitude. The character may try to repair computers, electronics and other high-tech equipment. Some items may require both *Science!* and *Blackfinger* skills to repair. Some missions may require this skill to complete, but players may also come up with creative applications of it!

Scrounger – The player is exceptionally skilled at scrounging the best junk from the wastes. They will receive more caps than other players when selling junk to merchants (empty bottles, scraps, and other junk items instead of nifty relics).

Shootin’ (default skill) – Ability to use firearms or bows. If a character lacks this default skill, he may ONLY use melee weapons or thrown weapons in the game. No airsoft guns, nerf guns, nerf bows, or rocket launchers. Melee weapons and safe, padded thrown weapons only. Nerf blow-guns may be acceptable ranged items for this character.

Talkin’ (default skill) – Ability to verbally communicate with others. If a character lacks this default skill, he may NOT talk to any other player during the game. He may write messages or use hand signals but is either completely mute or speaks only in gibberish, grunts and roars. The player cannot even speak to members of his own team.

Tough guy – Physically resilient. This ability grants the player one additional opportunity to be healed by a stim-pack or medical treatment. Normally a player can be healed *twice* before needing to go to a respawn. This allows the player to be healed *three times* before needing to go to a respawn.

Character Archetypes

During online registration, players select their faction and chose from one of the character archetypes. These are pre-generated character profiles representing a range of common (and less common) characters in the wasteland with appropriate skill combinations. A character card with their skills will be presented to them at registration. Not all the less common archetypes may be available for walk-on play, but rather a selection of the most common archetypes.

Boomer

Demo, Powder Ganger, Reasonable Joe, Shootin', Talkin'

Boss

In the Know, Legend of the Wastes, Reasonable Joe, Shootin', Talkin'

Brain

Blackfinger, Reasonable Joe, Science!, Shootin', Talkin'

Bruiser

Buffi-Boy, Reasonable Joe, Shootin', Talkin', Tough Guy

Doc

Doc, Reasonable Joe, Science!, Shootin', Talkin'

Incel (Is NOT a Reasonable Joe!)

Gunsmitty, Powderganger, Science!, Shootin', Talkin'

Face Man

Haggle, Legend of the Wastes, Reasonable Joe, Shootin', Talkin'



Gunslinger

Legend of the Wastes, Powder Ganger, Reasonable Joe, Shootin', Talkin'

Maverick

Legend of the Wastes, Lucky Bastard, Reasonable Joe, Shootin', Talkin'

Nightkin (restricted to Super Mutant Faction)

Buffi-Boy, Reasonable Joe, Science!, Shootin', Talkin'

Psycho Killer (Is NOT a Reasonable Joe)

Buffi-Boy, Powder Ganger, Shootin', Talkin', Tough Guy

Shaman (Can't shoot... melee and thrown weapons only)

Buffi-boy, Doc, Reasonable Joe, Science!, Talkin'

Streetwise

In the Know, Reasonable Joe, Scrounger, Shootin', Talkin'

Super Mutant (restricted to Super Mutant faction)

Blackfinger, Buffi-Boy, Shootin', Talkin', Tough Guy

Survivalist

Powder Ganger, Reasonable Joe, Scrounger, Shootin', Talkin'

Tinker

Blackfinger, Gunsmitty, Reasonable Joe, Shootin', Talkin'

Trashman

Haggle, Reasonable Joe, Scrounger, Shootin', Talkin'

Tribal (Can't shoot... melee and thrown weapons only)

Buffi-Boy, Reasonable Joe, Scrounger, Talkin', Tough Guy

WarPriest

Doc, Gunsmitty, Reasonable Joe, Shootin', Talkin'

Other Special Rules and Information

The CDC

As mentioned in the faction description, roaming teams from the CDC can serve as a “roaming spawn point” in the game. Dead players who encounter a CDC team on the way to respawn may pay some caps to the CDC team lead into order to be “sanitized” and brought back into the game. There can be no fighting going on in the vicinity and the ultimate decision to respawn a player or not will be up to the CDC team lead.

Settlements

Settlements, or homesteads, are small player-owned “villages” out in the wasteland. The settlements authorized to begin the game will have the opportunity to select from many of the field locations prior to the event. The settlement may also have the benefit of a “homestead SAW” with a full auto-upgrade. The homestead SAW



may run player-provided ammo; however it must be tethered to a fixed location by a bungee or cord of no more than five feet in length. Homestead SAWs represent a fixed gun emplacement, and the settlers should choose a location at which to mount their SAW that provides best supporting fire for their defense. A homestead SAW should not be moved around a settlement to fire from different locations during a firefight, however players MAY relocate a SAW between firefights if they determine a previously selected location does not provide them the fields of fire they expected. In these instances, the SAW should be tethered to the new location, and it should only be moved when the settlement is not under immediate threat. Admins observing abuse of these rules are encouraged to rule that the SAW was "broken" when being hastily moved under fire and take it out of play for a period of time.

Settlements may function as remote spawn points for the faction members or players to whom the faction wishes to extend the benefit (possibly for caps or if close allies). This spawn benefit CEASES when the settlement is under attack and only resumes when the threat has been fully eliminated.

Each of these pre-approved homesteads will be provided with a set of three colored flags that will designate the current state of their homestead's defense, stability, and resources (explained further below). This is an important new addition.

Factions may choose to run their own merchant operation. Faction merchants will be allowed to sell non-game effect props they may have made on their own to help earn caps for their faction's use. A faction merchant *MAY* be granted a small starting bank of game-caps to drive faction-generated missions. If so, faction merchant will be asked to work within certain guidelines to help balance the overall game economy and the game-caps for missions should NOT be mixed with caps being generated for the faction to spend on ammo or other supplies for their members.

Some locations, but not all locations, will have the capability to generate rewards for a faction which settles them. Reward locations will usually be larger, more desirable locations, not a lone shack in the woods. Reward locations will provide rewards, in the form of caps or special supplies, to the faction which has settled the location. Rewards will be provided by an admin approximately every hour, and the amount provided may vary depending on how many settlement flags or still owned by the faction, or if the location was very recently settled or captured.

Settlement Flags

As noted, settlements approved for the beginning of the game will be given three settlement flags. Settlement flags should be prominently displayed together at a settlement, and clearly visible. They should not be hidden and they should not be displayed at different locations in the settlement. Anyone should be able to see, at a glance, how many settlement flags are at a given location, representing the state of the settlement's defenses, resources, and general health.

If a settlement is overrun, the victors may seize a single settlement flag to take with them. This means that a settlement has come under aggressive assault, the defenders have been eliminated, and the attacker have moved in to temporarily occupy the location. This does not mean players who have entered a settlement under the pretense of trade or negotiation may simply grab a flag and try to run away with it. Don't try these shenanigans or an admin will be encouraged to penalize the offending player for being a fucking jackass.

When the settlement is overrun, the victors seize one settlement flag. As long as a single settlement flag remains, the victors should soon depart the location so the losing faction may re-occupy it. The overrun settlement is given a brief grace period, approximately 10-15 minutes, for faction members to respawn and return to the settlement before it can be attacked/overrun again. If, over the course of successive attacks, the last homestead flag is taken, the settlement ceases to exist. The location is up for grabs for any other group of players. It will no longer function as a remote spawn point. If the losing faction had a homestead SAW, it is removed from the location and returned to the player's car or stored at a "private home" in the city until such time as a homestead is re-established. The homestead SAW may NOT function as a mobile gun platform. It is only for use as a settlement defense weapon. No settlement... no settlement defense weapon. If the faction has sufficient caps to purchase a full auto upgrade for the SAW, it may be converted to a regular, full-auto weapon in the game. However, it may no longer run player-provided ammunition and must now operate under field ammo restrictions like other player weapons.

Captured settlement flags may be returned to City Merchants for a reward or kept by the victors. If a faction without a homestead captures or purchases three settlement flags, they have the option of establishing their own settlement. They must secure a location on the field and visibly display the three flags as described above. A game admin will provide them with a full-auto upgrade band for a homestead SAW, or it may be used on one of the player's personal weapons. Only a homestead SAW, tethered to a specific location and non-mobile, will be allowed to run player-provided ammo. A faction may not establish a new settlement with fewer than three flags. This settlement now has a remote respawn capability.

City merchants have additional settlement flags for sale, although they will not be cheap. A settlement flag may be a reward for a particularly difficult mission. Settlements looking to beef up their defenses, or who have lost a flag or two to raiders, may purchase settlement flags from the city merchants or they may try to capture a settlement flag from another settlement. A settlement may have a **MAXIMUM** of four flags. If a settlement has built up its defenses and resources to having four flags, any additional flags they capture should be traded with the city merchants.

If a settlement is at a location which will provide periodic cap or supply rewards, the amount provided will vary depending on the number of settlement flags which remain. Thus, if a particular location is determined to provide a standard reward of 30 caps an hour, this amount will be lowered if the settlement has lost a flag or two (representing damage to the settlement and its resources). Likewise, if a settlement beefed up its defenses and resources to four flags, the reward may be a little higher than the standard payout.

If you have a settlement or hope to establish one during the game, be **sure** to bring trash bags and keep your area clean. Do not damage the good relationship the Florida airsoft community has with Wayne's World by littering the field.

City Homes

One of the items that city merchants will have available for sell are "city homes". These will not be cheap but will still be affordable if the player is working to earn caps. The player purchasing a home will be provided with a lightweight "curtain" and a few thumbtacks. They may select from any of the small, unused buildings in the city with a single door, and tack to curtain over the door. This now represents a solid, locked door for the purposes of gameplay. The homeowner may invite other players into his house, but no players may pass through a curtain-covered private home doorway without the owner's permission. If there is combat in the city, players are asked to treat curtains as locked, unbreachable doors and may not enter them without permission of the owner. Homeowners are welcome to take cover in their homes and fire out windows and doorways when the city is under attack. Attackers may not pass through the curtain covered doors into a city home, but nothing prevents them from shooting homeowners through windows or tossing grenades into private homes.

City homes allow players to establish a place on the field where they can store extra personal gear, relics, etc. Items left in private city homes should not be disturbed by other players, but of course players still must realize an assumption of risk. We ask that any captured settlement flags, which now will become pretty important items in the game, **NOT** be kept in private city homes or left in cars, but be kept in play on the field and subject to capture and looting.

If a building in the city has multiple doors, a separate curtain must be purchased for each doorway. A small group of players may secure a larger building for their use. There will be several larger buildings in the city **NOT** available for private homes use, but a few mid-sized, multi-door buildings will be available.

Respawns and Spawn Points

When a player is ""killed" in the game, he or she will need to move to a designated spawn point before re-entering play. Drink water, reload, adjust your gear and come back into the game after resting a few minutes. The two central field entrances on the west side of the field (map locations B11 and B14) are "free" spawn points available at any time for any players. Please be good sports around the spawn points. Don't camp them, shooting players as soon as they re-enter game play. Be the same token, if a fierce battle is raging near a spawn point, a respawning player may consider going to another spawn point or moving quickly away from the fight after coming back into the game.



Other than these free spawn points, teams which have established formal, approved homesteads may respawn at their homestead ****provided that their base is NOT under attack or threatened by immediate attack****. Please be good sports about this so Admins will not need to always step in. *When your base is under attack or enemies are obviously closing in around it, go somewhere else to respawn until the threat is lifted.*

Teams with a homestead ***may*** allow allied or neutral players to respawn at their homestead for a small fee. The spawn fee for allied or neutral players should be reasonable... maybe 5-10 caps. It is up to the homestead team to decide if players are allowed to respawn at their homestead or not.

Note that a team which has captured a homestead does not acquire the homestead defense SAW, nor is it allowed to use the captured base as a spawn point. Only the designated owners of a homestead are allowed to spawn there, when the base is safe and not under threat of attack.

The Paladin

Some who have encountered this entity stalking the northern wasteland believe it to be a demon that rose after the great war, hellbent on exacting revenge on humanity for its careless destructiveness. Others believe it to be a vengeful spirit of a Brotherhood of Steel paladin who fell in some forgotten battle. As time goes on, rumors become myth, and myth became legend. Whatever the story is, one thing is certain; there is an evil that pervades the area surrounding the Freedom Arch in the form of an apparition clad in impenetrable prewar technology, armed with a weapon rumored to be spit out from the depths of hell itself.

This entity is known only as The Paladin. Scattered accounts prevail of who or what this shadow is that presides over the area. The few fortunate survivors that encountered the Paladin say that an overwhelming sense of dread came over them before seeing all their friends and allies torn to shreds in the blink of an eye. Those who have engaged in a skirmish with the Paladin and still live are haunted by the distorted prewar prom-like music that seemed to echo through the trees like some demented mockery of a more innocent time before the bombs. Only the most courageous recount that ancient prewar treasures, the likes beyond a wastelander's wildest imagination, are guarded by this lone apparition. The decaying corpses of less fortunate explorers that litter the area around both the Freedom Arch and the Armory serve as a deterrent to any sane wanderer. Still, the Paladin has been likened to a medieval dragon, relentlessly protecting a treasure that only the bravest and perhaps less sane can have hope of plundering. Those who have managed to take from this apparition never live long enough to enjoy the spoils. The Paladin's haunts are not confined to his treasure trove but extend to the roadways with even some accounts of entire settlements coming under siege by this monster for harboring looters and thieves. Adjacent towns have moved away from the locale entirely for fear of an encounter and have placed warnings marking the roadways.

Regular weapons are no good against the Paladin. Convoys report that entire stockpiles of ammunition were emptied into him without any effect in slowing the resulting slaughter of the men and women defending these caravans. There may exist a weakness, a chink in the armor of this horror, but it remains unknown. Is this a man or a monster? Is it alive or dead? If dead, can the undead ever really be killed? Maybe garlic will work? Perhaps a nuclear missile? The questions are endless, but what every survivor agrees on however is a simple commonality: If you hear a haunting prewar melody carrying on the wind, run like hell!

Reporting Onsite

When reporting to the registration table, you will be asked to present the following items:

- 1. Waynes World of Paintball General Release and Waiver**
- 2. National Sports Entertainment & Recreation Association Release and Waiver**
- 3. Wayne's World COVID-19 Waiver**
- 4. MindGame Productions Release and Waiver**
- 5. Drivers License or other form of photo ID**
- 6. Payment for walk-in players**

All four waivers are included in this player's packet. Please complete them and bring them to the event. Additional copies will be available onsite but completing this information in advance will speed the process. Please be sure your paper work is complete **before** coming to the registration desk. We strongly recommend taking advantage of our online waiver system and completing your waivers in advance at the following link.

<https://waiver.smartwaiver.com/v/2020to2021waiver>

Chrono Procedures

We will be running a modified chrono program to better accommodate current social distancing concerns. Non-sniper weapons will be chronographed using bio **.20 gram BBs**.

RIFLE / SMG
OK < 400 fps

DMR
(must be physically locked into semi-auto only / 50 foot minimum engagement)
OK < 450 fps

Support Weapons
(50 foot minimum engagement, no SAW firing indoors)
OK < 450 fps

BOLT / SINGLE ACTION SNIPER WEAPONS
(100 Foot minimum engagement - chronographed using .36 gram BBs)
OK < 550 fps

Weapons using an external gas source must have locked regulator to prevent field adjustments. Please note that any weapon may be subject to a spot chrono test throughout the day, even if it is banded from the morning chrono test. This is all to help protect players on the field.

Timeline

Friday, November 13

- After 2pm - Early arrivals for overnight camping set-ups or set up of pre-approved settlements.

Saturday, November 14

- 7am - Gates open.
- 7:30am – Chrono and Registration desk open.
- 8:30am - Estimated first safety briefing, following by early player start
- 9:30am – Estimated second safety briefing, followed by late player start
- 1pm to 2pm – Lunch Pick-Up. Note that there will not be a formal “stop” to game play. Players wishing to eat should exit the field and pick up their lunch 1 and 2pm, and return to the field when they are ready to rejoin the game still in progress. Teams should consider rotating out their players during this time.
- TBA – ENDEX (currently planned for approx. 6:30 to 7pm)

Sunday, November 15

- Dawn-10am - Final homestead and field cleaning. Be sure you and all your trash are off the field NLT 10am!



Communications

There are some excellent and very affordable radios available. Players who spend hundreds of dollars on a weapon, and hundreds more on uniform, gear and magazines, should absolutely be able to buy an affordable radio. Regrettably some programmable Bao Feng radios may be impossible to purchase now due to FCC restrictions, but other programmable radios may be available.

Radio Channels for FRS and UHF Radios

Radio Net	FRS	UHF Freq	Radio Net	FRS	UHF Freq
Wayne's World Admins	1	462.562	Black Marsh Brotherhood & the 38	8	467.562
Unassigned / Open Use	2	462.587	Enclave Headhunters Division	9	467.587
Unassigned / Open Use	3	462.612	Cult of Cthulhu	10	467.612
Unassigned / Open Use	4	462.637	The Guild	11	462.637
Unassigned / Open Use	5	462.662	The CDC	12	462.662
USPS	6	462.687	MGP Admin Net	13	467.687
Sunshine Band	7	462.712			

Additional Event Notes

Hotdogs, chips and sodas for lunch are included with your admission fee and may be obtained at lunch by presenting your lunch ticket to the attendant at the refreshment stand. Players are also recommended to bring powers bars, trail mix, MREs or other fast and easy food. ***Please remember to PACK OUT EVERYTHING YOU PACK IN. In other words, DO NOT LEAVE TRASH ON THE FIELD. Put all trash in your pocket, pouches or trash bags and throw away your trash ... IN THE TRASH CAN.***

Check list for the Wasteland

- Airsoft AEG & magazines
- Spare AEG & magazines
- Gas pistol and magazines
- Springer Weapon
- Boffer Weapon
- Two Ace bandages for "IFAK"
- Green gas and Batteries
- EYE PROTECTION
- Correct uniform for your team
- Battle rig, LBE, Wasteland Armor
- Optional gas mask or respirator
- Backpack for pre-war relics
- White flag for approaching unknown factions
- Boots
- Socks and extra socks
- Gloves
- Knee pads
- Cover (hat, boonie)
- Foot powder and additional foot care products
- Sleeping Bag
- Belt
- Radio w/ spare batteries
- Weapons sling
- Snack food or power bar
- WATER in a Hydrapak, canteen or similar
- Red Dead rag
- Red Chem/Flashlight for dead signal at night
- Anti-fog
- Speed loader
- GUN BAG – for transport
- Wasteland Map
- MGP Waiver
- Wayne's World of Paintball Waiver
- NSERA Waiver
- Admission fee
- "OFF"... or other bug repellent
- Allergy medication
- General medication
- Compass
- WATER... still important
- Camera or disposable camera

This is a generic list including some of the 'basics'. You may find that you need more than the items listed, or less. Be sure to plan for any possible outcome, good or bad and be prepared. Don't expect someone else to have the items you need. Get your gear in order so that you are a self-contained entity. GATHER and begin preparation of ALL YOUR GEAR no later than Wednesday night. This will allow for any last minute items to be found in time.

Waynes World of Paintball
4841 S. Pine Street
Ocala, Florida 34480

Field Location



Wayne's World of Paintball is located just south of Ocala. As you can see from the map, the field is easily accessible from Interstate 75.

From the south - **Exit 341 (Old 67)** - make a right turn and travel east approx. 5 miles until you reach Hwys. 441/301/27, turn left (we are located about 10 miles north).

From the north - **Exit 350 (Old 68)** - make a left turn onto Hwy. 200. Travel east until you reach 441/301/27. Turn right, and travel about 3 miles south. (If you turn right at the Walgreen's/Target Stores **YOU ARE NOT ON** Hwys. 441/301/27. You **must turn right again** when you reach the Popeye's Restaurant - Pine Street.)

The entrance to the field is located at 4841 S. Pine Street, directly across the street from the Ocala Drive-In Movie Theater screen. Located between Factory Direct Mobile Homes and Raintree Mobile Homes the entrance drive will be clearly marked. Follow the entrance drive through the gate at the top of the hill.

Dixie Motel
1539 S. Pine Ave
352-629-1590

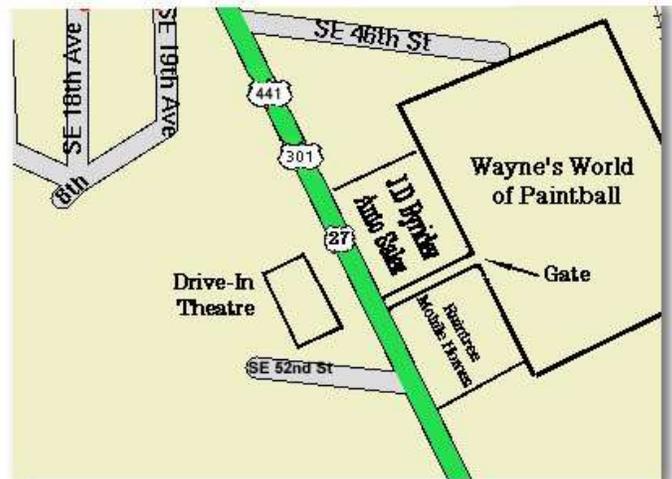
Travel Lodge
1626 S. Pine Ave
352-622-4121

Holiday Inn Express
1212 S. Pine Ave
877-410-6681

Hilltop Motel
5801 S. Pine Ave
352-867-1137

Silver Princess Motel
3041 S. Pine Ave
352-622-7186

Budget Inn Ocala
2901 S. Pine Ave
352-351-2131



***** Camping Onsite is Available *****
Clean up your area and no open fires

DATA

Wasteland 12 | 11.14.2020 | 0825



SCALE 1:100



Mindgame Productions

Local Map — World Map — Quests — Notes — Radio

MindGame Productions 2020 Event Rules

General

- We reserve right to revoke play from players who break our stated and in-game rules during the event.
- Players under 18 must have waivers co-signed by a legal guardian.
- Read the players pack. Be familiar with the event rules!

Personal Protection

- Full sealing eye-protection required (Impacted rated with gasket seal)
- Mesh goggles worn only in conjunction with shooting glasses or prescription glasses
- Approved cloth masks, medical paper masks or respirators required at (nearly) all times
- See first page of players pack for mask and distancing rules
- Red dead-rag mandatory
- Red flashlight / red chem-light mandatory to signal “dead status” for night games
- Uniforms appropriate for selected faction are required
- All players must have at least one canteen or hydration pack
- Radios recommended
- Driver’s license or other form of ID should be kept on person at all times

Weapon Rules

- RIFLE / SMG - OK < 400 fps with 0.20g BBs (10’ minimum engagement)
- DMR – OK < 450 fps with 0.20g BBs (50’ minimum engagement, physically locked to semi)
- Support – OK < 450 fps with 0.20g BBs (50’ minimum engagement, no firing indoors)
- Sniper – OK < 550 fps with 0.20g BBs (100’ minimum engagement, bolt-action or manual cocking only)
- Weapons with external gas tanks must have regulator locks
- Weapons on safe with magazines out in the staging area
- No blind firing. Eyes should be looking down the barrel when engaging a target
- If target is within 10’, please use safety kill and “bang” out the enemy (max 2x enemies)

Wounds and Medic Rules

- A hit anywhere on body or gear is a valid hit
- Ricochets are not counted, but if in doubt, call the hit
- Friendly fire counts as a hit
- Grenade casualty radius is 10’-15’, if in doubt, assume you’re in the radius.
- Knife kills are silent and they do not leave you wounded. You are dead
- The first hit or burst that hits you leaves you wounded
 - Yell “HIT!”. Go prone or take a knee. Display your dead-rag or red dead-light
 - You MAY call for medical assistance but don’t point or call out enemy positions to team mates
- If you are shot again or knife-killed while wounded, you are dead and must go to respawn
- You may “buddy-carry” a casualty with one hand must be on casualty’s vest. Both may move at a walk
- Each player may carry a maximum of two ACE bandages in a personal IFAK
- Only someone with the “Doc” skill may administer first aid.
 - The Doc will take an ACE bandage from IFAK and wrap it fully around casualty’s arm (or body part)
 - When the bandage is wrapped and secured, casualty is back in play
 - You may be wounded and return (via 5 Minute heal or bandage) TWO TIMES ONLY
 - If you are shot again after two previously healed wounds, you are dead and go to respawn
 - If you would rather not have a player in direct contact with you (due to social distancing concerns), a player may apply their own bandage provided that a Doc is waiting approximately 6-10 feet away, until the action is complete
- Return to the designated respawn location. Drink water. Reload. Return to play.

Pyro/ Smoke

- Due to fire concerns, only pull-ring (cold-burning) pyro may be used
- Players may bring smoke to the field but admins must deploy and keep eyes on the grenade
- Plan your smoke ahead of time
- Give smoke grenades to admin, tell them where you want it deployed
- Coordinate deployment via signal/radio to time smoke with your assault!

Mindgame Productions, Inc.
Indemnity Agreement & Release of Liability, Acknowledgment Of Risks And Hazards

This is an important legal document! By signing it, you are giving up certain rights!
Please read carefully before signing!

In consideration of MindGame Productions allowing (Print Name) _____ to utilize the event facilities and participate in airsoft tactical scenarios, training and related activities, (hereinafter referred to as 'activities covered by this Agreement), I agree that:

1. REPRESENTATIONS, WARRANTIES, & ASSUMPTIONS OF RISK:

I understand that participating in any of the activities covered by this Agreement will expose me to the risk of personal injury, property damage and/or death. I understand that the success and safety of my participation is dependent upon the proper functioning of proscribed safety equipment, vehicles and airsoft training weapons; and that neither the safety equipment, vehicles or airsoft weapons can be guaranteed to function perfectly. I understand that the safety equipment, vehicles and airsoft weapons are subject to mechanical malfunctions as well as operator error. I freely, voluntarily and expressly choose to assume all risks inherent in participating in the activities covered by this Agreement, including, but not limited to, risks of equipment failure, malfunction and/or failure to function, including those which may result from some defect in design, assembly, and/or manufacture as well as those risks arising from improper and/or negligent operation, training and/or use of the equipment. For and in consideration of the thrill of participation in this activity, and understanding full well that those risks may include personal injury, property damage, and/or death, I assume those risks.

(_____) Please initial when read and agreed upon

2. EXEMPTION AND RELEASE FROM LIABILITY

I exempt and release the following persons, corporations and organizations: MindGame Productions, Inc.; Guardian Centers of Georgia, LLC; Waynes World of Paintball; The owners and lessees, if any, of land upon and from which the airsoft event and related training operations are conducted; and including all of each person's, corporation's, and organization's officers, agents, servants, employees, representatives, lessors; (hereinafter collectively referred to as "Releasees"), from any and all liability, claims, demands or actions or causes of action whatsoever arising out of any damage, loss or injury to me or my property, or my death, while upon the premises or while participating in any of the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause.

(_____) Please initial when read and agreed upon

3. COVENANT NOT TO SUE.

I agree never to institute any lawsuit or action at law or arbitration or otherwise against any of Releasees, or to initiate or assist in the prosecution of any claim for damages or cause of action which I may have by reason of injury to my person or property, or my death, arising from the activities covered by this Agreement, whether caused by the negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I further agree that my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf, shall not institute any suit or action at law or otherwise against any of Releasees, nor shall they initiate or assist the prosecution of any claim for damages or cause of action which I, my heirs, executors, administrators, personal representatives, and/or anyone else claiming on my behalf may have by reason of injury to my person or property, or my death, arising from activities covered by this Agreement, whether caused by any negligence and/or other fault, either active or passive, of any of Releasees, or from any other cause. I hereby so instruct my heirs, executors, administrators, personal representatives and/or anyone else claiming on my behalf. Should any such suit, action at law, arbitration or otherwise be instituted against any of Releasees, I agree that such Releasees shall be entitled to recover attorneys' fees and costs incurred in defense of such suit or action, including any appeals therefrom.

(_____) Please initial when read and agreed upon

4. LIQUIDATED DAMAGES.

As part of the consideration for my being allowed to participate in the activities covered by this Agreement, I promise not to initiate any legal or equitable action or arbitration against any of the Releasees for any cause of action whatsoever. Furthermore, I realized that the damages to the Releasees for my breach of this promise are uncertain and difficult to establish and that in the event I breach this promise I agree that the liquidated damages I will be liable to pay to each of the Releasees named in a any legal action I may bring is \$100,000 for each named defendant.

(_____) Please initial when read and agreed upon

I agree that the amount of \$100,000 is not a penalty but is rather an estimate of uncertain damages. I further agree that this provision for liquidated damages shall apply to any action in which I am required to indemnify the released parties, such as a wrongful death action brought by my heirs. These liquidated damages shall be due and payable immediately upon filing any legal action or demand for arbitration and irrespective of the outcome.

(_____) Please initial when read and agreed upon

5. INDEMNITY AGAINST THIRD PARTY CLAIMS.

I will indemnify, save and hold harmless Releasees from any and all losses, claims, actions, or proceedings of every kind and character, including attorney's fees and expenses, which may be presented or initiated by any other persons or organizations and which arise directly or indirectly from my participation in the activities covered by this Agreement, whether resulting from the negligence and/or other fault, either active or passive, of any of Releasees or from any other cause.

(_____) Please initial when read and agreed upon

6. ARBITRATION BOARD.

I further agree that in the event I or any other party have any claims whatsoever against any of the Releasees arising out of my participation in activities covered by this agreement including an action for personal injury or wrongful death, that it shall be a condition precedent to the filing of any legal action against any of the Releasees by myself or my heirs, that the matter first be arbitrated by an arbitration board appointed by MindGame Productions, Inc. and that the decision and finding of that board shall be final and binding upon all persons. MindGame Productions shall have absolute and unfettered license to choose whomsoever they desire as arbitrators and the decision of the arbitrators shall not be set aside for any reason whatsoever. Furthermore the filing of a demand for arbitration shall trigger the requirement for payment of liquidated damages specified in Paragraph 4.

(_____) Please initial when read and agreed upon

7. VALIDITY OF WAIVER.

I understand and agree that if I institute, or anyone on my behalf institutes, any suit or action at law or any claim for damages or cause of action against any of Releasees because of injury to my person or property, or my death, due to the activities covered by this Agreement, I agree that this Agreement can and will be used as evidence in court. Should a court of competent jurisdiction rule that any of the provision(s) of this Liability Release Agreement is void or invalid, all remaining provisions hereof shall remain in full force and effect.

(_____) Please initial when read and agreed upon

8. REPRESENTATION AND WARRANTIES.

I represent and warrant that (a) I have read, understand and agree to fully comply with all rules, procedures, safety guidelines and standards published online, in the players pack for this event and briefed onsite, (b) I assume fault and liability for injury of myself or other participants if caused by my failure to comply with all rules, procedures and safety guidelines published online, in the players pack for this event and briefed onsite, (c) I have notified the event staff of any physical afflictions, relevant past medical history details, medical treatment and medications which I am currently undergoing or taking, (d) I have made no misrepresentations on my age, health or understanding and agreement of all event terms, rules and conditions.

(_____) Please initial when read and agreed upon

9. LIKENESS RIGHTS.

Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, may not be generated, created, used, distributed, or reproduced, in/on/within, any commercial, personal, promotional, advertisement, in/on print or electronic format, resulting in any financial, monetary, personal, promotional, or any other reason(s) unapproved by event organizers or any other party authorized by event organizers. Any and all, included but not limited to; pictures, videos, electronic images, or drawings, regardless of origin, or author, are the property of event organizers. Players and approved photographers may retain their photos and video, however MindGame Productions, Inc. requests the download of all images and video for our own use prior to leaving the event. By attending, you agree to allow us the unrestricted and uncompensated use of you, your likeness, name, voice, photograph (s) logo or trademark in such material..

(_____) Please initial when read and agreed upon

10. EFFECTIVE TERM

This Agreement shall remain in full force and effect from the date and time of signing continuously for a period of 10 (ten) years.

(_____) Please initial when read and agreed upon

IN WITNESS WHEREOF I HAVE CAREFULLY READ THIS DOCUMENT AND THE BELOW REGISTRATION FORM, FULLY KNOW AND UNDERSTAND THEIR CONTENTS, AND SIGN IT OF MY OWN FREE WILL.

Your Signature _____ Today's Date _____ Email Address _____

Printed Name _____ Date of Birth _____ Emergency Contact # _____

Signature of Legal Guardian (if under 18 years of age) _____ Today's Date _____

Printed Name of Legal Guardian _____

Witness Signature _____ Today's Date _____ Witness Name _____

NAME _____
ADDRESS _____
CITY _____ STATE _____ ZIP _____
PHONE _____ E-MAIL ADDRESS _____
DATE _____ TEAM NAME _____

**WAYNE'S WORLD OF PAINTBALL, INC. /
WAYNE DOLLACK
24 HOUR ROLE-PLAYING SCENARIO GAMES, INC.
Sparr, Florida
The United States of America
GENERAL RELEASE**

KNOW ALL MEN BY THESE PRESENT THAT THE UNDERSIGNED, being of lawful age, for the sole consideration of being granted the opportunity to participate in the below described event does hereby and for his/her heirs, executors, administrators, personal representatives, successors and assigns release, acquit and forever discharge in the United States of America and the Owner of any lands utilized by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. in the conduct of its operations and its or their agents, servants, successors, personal representatives, heirs, executors, administrators, assigns, and all other persons, firms, corporations, associations, or partnerships of and from any and all claims, actions, causes of action, demands, rights, damages, costs, loss of service, expenses and compensation whatsoever, which the undersigned now has or which may hereafter accrue or result from on account of or in any growing out of any and all known and unknown, foreseen and unforeseen, bodily and personal injuries and property damage and the consequences thereof resulting or to result or which may result from any accident, casualty or event which may or did occur for any reason in connection with or arising out of or on account of the undersigned's participation in simulated combat situations, whether as contestant or observer, held on the date of execution hereof.

It is understood and agreed that this release is made in order to induce Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and Scenario Directors to allow the undersigned to participate in the event herein referenced and that such inducement is material to Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. decision to allow the undersigned to so participate. Furthermore, the undersigned agrees to follow and abide by the letter and spirit of the rules of safety and play as defined by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives. Specifically, the undersigned agrees to wear at all times while on the playing field eye protection approved by Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives.

The undersigned hereby declares and represents that he/she acknowledges and understands that any injuries which may be sustained for any reason may be permanent and progressive and that recovery therefrom is uncertain and indefinite, or may be fatal, and in making this Release it is understood and agreed that the undersigned intends to assume any and all risks of loss, including property damage losses, and indemnifies and saves Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and/or its representatives from any damage, loss, claim, cost, and expense of any kind or nature.

The undersigned further declares and represents that no promise, inducement, or agreement not herein expressed has been made to the undersigned, and that this Release contains the entire agreement between the parties hereto, and that the terms of this Release are contractual and not a mere recital, and that it is made freely, knowingly and intentionally.

The foregoing Release and its conditions are understood to apply to all other individual players, as well as Wayne Dollack, Jacqueline Dollack, Wayne Dollack 24 Hour Role-Playing Scenario Games, Inc. or Wayne's World of Paintball, Inc. and the land owners or Scenario Directors and Promoters of events.

THE UNDERSIGNED HAS READ THE FOREGOING RELEASE AND FULLY UNDERSTANDS IT. THE UNDERSIGNED REPRESENTS THAT HE/SHE CAN READ AND WRITE THE ENGLISH LANGUAGE AND HAS SIGNED THIS RELEASE FREELY AND WITHOUT DURESS OR UNDER INFLUENCE OF ANY KIND.

THE UNDERSIGNED FURTHER ACKNOWLEDGES THAT THE EVENT ABOVE DESCRIBED MAY INVOLVE A HIGH DEGREE OF RISK OR PHYSICAL INJURY OR DEATH; THAT THE SIMULATED COMBAT SITUATIONS INVOLVE USE OF A GAS POWERED WEAPON SHOOTING PAINT-FILLED GELATIN PROJECTILES AND THAT IT IS HIGHLY PROBABLE THAT THE UNDERSIGNED WILL BE HIT BY ONE OR MORE SUCH PROJECTILES.

In witness whereof I have hereunto set my hand and seal and delivered this Release the day referenced above.

SIGNATURE _____ Date _____

WE MAINTAIN THE RIGHT TO REFUSE PARTICIPATION TO ANYONE ON ANY GROUNDS DEEMED APPLICABLE BY US.

Assumption of the Risk and Waiver of Liability Relating to Coronavirus/COVID-19

The novel coronavirus, COVID-19, has been declared a worldwide pandemic by the World Health Organization. **COVID-19 is extremely contagious** and is believed to spread mainly from person-to-person contact. As a result, federal, state, and local governments and federal and state health agencies recommend social distancing and have, in many locations, prohibited the congregation of groups of people.

Wayne's World of Paintball ("Wayne's World") has put in place preventative measures to reduce the spread of COVID-19; however, Wayne's World **cannot guarantee** that you or your child(ren) will not become infected with COVID-19. Further, attending Wayne's World could **increase** your risk and your child(ren)'s risk of contracting COVID-19 .



By signing this agreement, I acknowledge the contagious nature of COVID-19 and voluntarily assume the risk that my child(ren) and I may be exposed to or infected by COVID-19 by attending Wayne's World and that such exposure or infection may result in personal injury, illness, permanent disability, and death. I understand that the risk of becoming exposed to or infected by COVID-19 at Wayne's World may result from the actions, omissions, or negligence of myself and others, including, but not limited to, Wayne's World employees, volunteers, and program participants and their families. I voluntarily agree to assume all of the foregoing risks and accept sole responsibility for any injury to my child(ren) or myself (including, but not limited to, personal injury, disability, and death), illness, damage, loss, claim, liability, or expense, of any kind, that I or my child(ren) may experience or incur in connection with my child(ren)'s attendance at Wayne's World or participation in Wayne's World events ("Claims"). On my behalf, and on behalf of my children, I hereby release, covenant not to sue, discharge, and hold harmless Wayne's World, its employees, agents, and representatives, of and from the Claims, including all liabilities, claims, actions, damages, costs or expenses of any kind arising out of or relating thereto. I understand and agree that this release includes any Claims based on the actions, omissions, or negligence of Wayne's World its employees, agents, and representatives, whether a COVID-19 infection occurs before, during, or after participation in any Wayne's World event.

Parent/Guardian *(Please print)* _____ Signature _____ Date _____

Participant *(Please print)* _____ Signature _____ Date _____