



## **WASTELAND 14**

**November 19 – 20, 2022, Wayne's World of Paintball, Ocala, FL**

**\$65 Advance Registration / \$75 Onsite**

*Wasteland 14* 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 2292. This is also our first shot at a two-day Wasteland experience. We hope you will all enjoy it!

If you've never been to one of our Wasteland events... this is an *interactive storytelling experience*. The Florida Wasteland storyline has continued to build on itself and evolve across previous events spanning the past decade. 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 dire predicaments. "Trusted allies" may suddenly turn on you. Many players spend considerable effort making the perfect post-apocalyptic costume and building props for the event. 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.

If you have never been to the Wasteland... dress the part and let yourself slide into the role and the game. "Winning" is having a great time and helping others have a fantastic experience unlike other airsoft games. Please leave your real-world differences, disputes, and grievances outside and come to the Wasteland to help share a fun and unique experience!

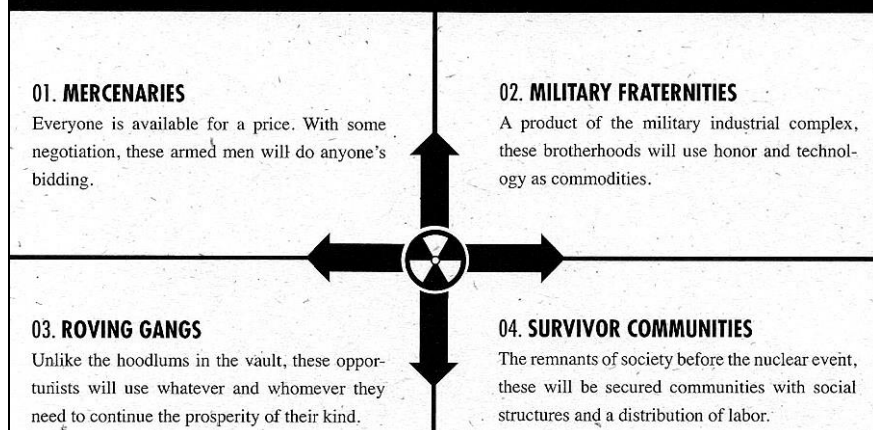
Join the discussion on Facebook at: <https://www.facebook.com/groups/wasteland.event>

## Background

The central Florida Wastelands have seen a rare period of relative stability thanks to the establishment of the Sunshine State – an alliance between the Sunshine Band (a mercantile-powerhouse and caravan company), the remnants of the US Postal Service, and expeditionary troops of the New California Republic (NCR). Occupying the old Poseidon Energy Plant and declaring themselves a fledgling government, the Sunshine State has made considerable headway in rebuilding trade, mapping and protecting caravan routes, restoring communications infrastructure between settlements, and establishing a zone of control to minimize the threat of raiders and super mutants within the borders of the Sunshine State. Negotiations are currently underway with the New Florida Rangers, to re-establish the rule of law and a simple justice system run by the Rangers, freeing the NCR to focus on military operations and territorial defense.



### PROJECTIONS SHOW A HIGH LIKELIHOOD OF FOUR MAIN CULTURES



But storm-clouds are brewing on the horizon. Earlier this year, scout forces from the Enclave arrived in the Florida Wastes. The Enclave made a push to bring central Florida back into their sphere of control approximately 6 or 7 years ago, but they withdrew after the devastating Battle of Crystal Springs between the Enclave, the Brotherhood of Steel, and several other factions that resulted in both military orders withdrawing from Florida and the wastes falling into lawlessness and a struggle between competing warlords for years.

Enclave officers were clearly unhappy with the presence of the Sunshine State, which they

see as an illegal secessionist government resisting the re-establishment of the United States of America. Citizens of the Sunshine State stand by their position that the United States ceased to exist after the Great War, and the Enclave represents nothing more than remnants of the military industrial complex which helped accelerate the world to destruction and carry no legitimate democratic authority to represent the will of the people. Enclave delegates withdrew north of the Sunshine State, slowing building up a larger troop presence and maintaining an uncomfortable civility the new central Florida government. No open conflict has begun, but the Enclave has begun a propaganda campaign against the authority of the Sunshine State and are believed to have been sabotaging and blocking efforts to fully restore power to the Poseidon facility.

It appears that the Sunshine State was working very hard to restore power to Vault 23. It is rumored that they were seeking some sort of weapon that had been locked within the depths of the Vault. The Enclave's sabotage efforts prevented the Sunshine State from reopening the Vault earlier this year, but the legend of the mysterious weapon remains, and now the Enclave may be aware of it as well.





The settlement of Dogtown was shattered last year by the scourge of the Northmen sweeping through the Florida Wastes. However, a rough settlement has been established by Raider Joe, a semi-retired Raider who developed a name for himself establishing a scattered chain of trade outposts. Proclaiming the time of governments long past and the Wasteland belonging to the Raider gangs, Raider Joe has proclaimed Bartertown a free city for Raiders to trade, restock, and indulge themselves, far from the regulations and rules of the Sunshine State or the Enclave.

Meanwhile, to the southwest, the Mercenary Guild has re-established itself within its old home of Fort Destiny, under the rule of a new Matriarch. Although the Sunshine State actively patrols its territory against threats, a significant mutant and cryptid presence has grown in the lawless reaches of the Wasteland. In addition to their trade and creed and mercenaries, the Guild has announced the establishment of the Big Game Hunt to help reduce the mutant and cryptid threat.

Where will your allegiance fall in November? The new democracy of the Sunshine State? The military authoritarianism of the Enclave? The savage independence and ruthlessness of the raider gangs? Or is your loyalty purely transactional and you're in it for the caps? We'll see you soon in the Wasteland!

## Section 1: Wasteland Factions

Wasteland is a chance to dump mil-sim pretension and posturing, and just have some fun as a post-apocalyptic survivor. Please ensure you and your teammates are dressed for the part. It makes a difference.

### Wastelanders (public)

These are the independent, ragged survivors living in the Florida Wastes. Many of them 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 ideal 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". This doesn't commit you to any faction for the whole day and provides a lot of options.

**Alignment – Good or Neutral**

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



### The Sunshine Band (public)

An alliance of caravans and merchants, the Sunshine Band Merchant Caravan operate trade routes all across the Eastern Seaboard of The Wasteland. TuKhan is the head of the Band, Sunshine Station, its territories, and a founding member of the Sunshine State. Always looking to do business, the Sunshine Band shrewdly protects their people, territories, and business partners with the security of the constantly recruiting Shooters n' Sluggers. An agreeable group, with many other factions and groups either working closely with the Band or living as permanent residents within the Territory they manage, all are welcome for trade or hire, so long as the guns stay holstered and the caps flow. Working to add a more

structured economy to the various regions they settle or ply their trade, the Sunshine Band catches itself working to genuinely improve the surrounding Ocala Wasteland and the wasters that call it home.

**Alignment – Good**

**Wearing – Wasteland Merchants/Mercenary: specifically dirty/ragged button up "Dad shirts" and BDU bottoms/Blue Jeans. No full uniforms! Note that this group values role-play above all else.**

### **The United States Postal Service (USPS) (public)**

Communication between settlements is a critical part of restoring order and civilization. These wastelanders committed themselves to rebuilding the USPS and are now a core member of the Sunshine State alliance. 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.

**Alignment – Neutral**

**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.**



### **New California Republic (NCR) (public)**

With no major enemies left to oppose them, the wheels of NCR expansion grind ever eastward. NCR forces were dispatched to pursue remnants of Caesar’s Legion and to establish a transcontinental NCR foothold for new trade-routes. The first NCR scouts arrived in the Florida Wastes several years ago. These NCR scouts disappeared shortly afterwards... swallowed by the Florida Wastes. NCR brass and civilian leadership grew increasingly concerned about the status of the former U.S. southeast and the fate of the men and women sent to bring the first light of Democracy to the people of the south Atlantic. The 2<sup>nd</sup> Expeditionary Force, under the command of Delta Company, 1<sup>st</sup> Recon Battalion sailed through the Pandemonium Canal, and hugged the gulf coast as they established radio transceivers every 80 miles. Landing on the west coast of Florida, the expeditionary force established a stronghold and sent teams to the north, to contact the settlement of Nukelanta, and to the east, to explore the Central Florida Wastes and look for clues to the fate of the previous NCR scouts. They are a core member of the Sunshine State alliance and provide the military might for the new government.

**Alignment – Good**

**Wearing – NCR uniforms. Primarily khaki/desert tones. Red berets and pith-type helmets are common headgear.**

### **The New Florida Rangers (public)**

Recognizing the lawlessness and injustice of the Wasteland, a group of determined wastelanders banded together as self-appointed marshals. Putting their lives on the line to bring a basic level of justice and recourse for Wastelanders wronged by outlaws. Recently drawn to the borders of the Sunshine State by stories of their push to re-establish a stable Floridian government, the Rangers have now engaged in discussions with the alliance and are considering formalizing the relationship as the law enforcement arm of the Sunshine State. They have been given a base of operations within the Sunshine State borders and have traded supplies, weapons, and armor with alliance members, but a formal arrangement has not yet been finalized. Survivors who have been attacked, robbed, or cheated by outlaws are advised to speak to members of the New Florida Rangers and seek Wasteland justice.

**Alignment – Good**

**Wearing – Wasteland “regulator”. Worn, mixed wasteland attire with a distinct focus on the western marshal aesthetic – cowboy hats, dusters, badges, etc.**







### Florida Minutemen

A local militia of wasteland survivors who reject any form of political structure, believing in the rights of all to determine their own destiny. Believing all wastelanders should be safe, and protected from both raiders and the control of governing bodies such as the Enclave and NCR, they support themselves via commerce and contracts, while trying to help protect those in need. It is said that some members are former members of the Enclave, who rejected the Enclave's politics.

**Alignment – Good**

**Wearing – Wasteland contractor. A PMC look, but please make an effort to make it look grubby and post-apocalyptic.**

### The Institute

“Mankind Redefined”. The original Institute, hidden deep below the ruins of the Commonwealth Institute of Technology, was destroyed nearly five years ago. Driven by their own understanding of mankind's future, that was often less than generous to the survivors on the surface, the Institute had become a name which struck fear and suspicion in hearts across the Commonwealth. Before it was destroyed by the detonation of its reactor, the Institute sent teams of researchers and synth security personnel across the wasteland to establish observation and research posts. One location, established in the remnants of the University of Florida, continued operations after the Institute's destruction in the Commonwealth. Very aware of the reputation the Institute developed, and not wanting to end up like their counterparts in the Commonwealth, this local Institute team has worked hard to shed the harmful ideas of isolationism and involve itself in the business of information trading. Still seeing their knowledge and technology as the key to prosperity and survival in a dying world, its leader, Quincy Ray and his associate Doctor Steelmeat, are very select with which factions they interact, and judicious in the knowledge they provide. The Institute could be holding the knowledge to progress or regress the Wasteland by generations, and those they share it with are still selected by an agenda known only to them.

**Alignment- Neutral**

**Wearing- typically high/Low grade body armor with a white lab coat or arm bands bearing The Institute logo.**



### South-Eastern Tunnel Snakes

Originating from humble beginnings, the Tunnel Snakes began as a simple gang, founded by a former vault dweller in the Capitol Wastes. The constant worry of attacks from Super-mutants, and raiders, made life tough for the gang. The Enclave move on DC was no picnic, and when the Brotherhood of Steel finally secured control of DC, Elder Lyons' “pacification efforts” and strong-arming of the gangs proved to be too much. Many Tunnel Snakes left the gang, or while others left the Capitol Wastes either disbanded or were pushed out to seek new lives in what is left of the United States of America. After many trials and errors to resurrect the Tunnel Snakes, one of the original gang-members known as "Snake Eyes" pulled together some silver-tongued merchants and mercenary muscle to create a caravan.

What kind of caravan, you ask? Anything in demand where we

happen to be at the time, Slick. As of now, energy weapons are hot in demand around these parts, and the Tunnel Snakes plan to make that bank, Daddy-O. Always remember, Tunnel Snakes Rule.

**Alignment – Neutral**

**Wearing – Denim or leather vests and jackets with the Tunnel Snake logo on the back.**

### **The Contractors**

Originally operating in southern New Mexico, The Contractors are a guns-for-hire organization who did dirty jobs in the south-western desert. They've worked in the past for New California Republic, especially when the politicians in Shandy Sands wanted deniability of the jobs and to not tarnish the image of the NCR military. They have worked as security and transport muscle for chem cartels, to include the Great Khans. After the NCR put down the Khans and wiped most of the cartels out of New Mexico, The Contractors lost some of their most lucrative employers. They found themselves trapped between Caesar's Legion as it moved westward, and the NCR's eastern frontier. The Legion offered them nothing but crucifixion with the other degenerates, and they had fallen out of favor with their benefactors back in Shandy Sands. They managed to dodge the Legion by trekking south, into Mexico, and made their way eastward until they reached the Florida Wasteland. Many members are ex-NCR, some NCR deserters, former cartel and gun-runners who needed a place to go. The Contractors value three things; caps, ammo, and integrity amongst their brother Contractors.



#### **Alignment- Neutral**

**Wearing- paramilitary, civilian clothes and light gear they've salvaged. Along with a distinctive white and black bandana tied somewhere on their gear or body**



### **The Guild (private)**

Mercenaries, bounty-hunters... the Guild is a faction with significant force of arms in the Florida Wastes. The Guild has been a closely-knit band of warriors selling their skills to the highest bidder yet operating under a regulated code of honor. If a contract was 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 expired, their skills were back on the market for a new client. With the loss of their old matriarch, the Guild seems scattered, and some seem to be having a crisis of faith and identity. A new Matriarch has appeared and is working to reforge the Guild.

#### **Alignment – Neutral**

**Wearing – Distinctive mercenary (Mandalorian) armor in various colors. A deathclaw skull is used as their logo.**

### **Raiders (public)**

Raiders are gangs who pillage, plunder, murder, or otherwise ruin the day of anyone unfortunate enough to run across them. Raiders 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 particular masks, dye their hair bright colors or have some other identifiable feature identifying their gang affiliation. Raiders are a great option for players wanting to be "bad guys". Usually, several custom raider gangs are fielded each year. Talk to your buddies if you want to run as a raider gang and identify your gang's name when you register!

#### **Alignment – Evil**

**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!**







### **Black Marsh Brotherhood (private)**

A large and aggressive group of notorious chem abusers and recreational murderers, wheeling, dealing, stealing, and generally living the pirate life. The Black Marsh Brotherhood have allied with many over the years but crossed and betrayed many when the winds shifted and a better situation presented themselves. Crafty and fearless, the Brotherhood can be dealt with, but ultimately their true loyalty is only to the Brotherhood.

**Alignment – Evil**

**Wearing – Wasteland Survivor, Mixed Civilian and Paramilitary. Distinctive leather vests and bright, colored camouflage patterns.**

### **The Enclave**

Proclaiming themselves as the legitimate American political authority, the Enclave is a direct lineage of the American military and political establishment that secured themselves safely in vaults and bunkers at the onset of the Great War. They have slowly been working to re-establish control of America. While outwardly patriotic and interested in restoring order to the wastes and a return to the old values and traditions of America, they can be ruthless and violently decisive against any who question their legitimacy or oppose a return to THEIR vision of America.

**Alignment – Evil**

**Wearing – Many Enclave troopers wear power armor. Rank and file troops wear black or urban uniforms.**



### **Super Mutants (private)**

One of the scourges of the Florida Wasteland, Super Mutants remain a threat to settlements and trade routes. They roam the thick woods of central Florida, occasionally setting up temporary strongholds from where they can launch their raids and return to cook and devour their captives. Super Mutants are not the brightest inhabitants of the wasteland, the green-skinned mutants still possess a certain low-cunning. They are strong, resilient, and always hungry.

**Alignment – Evil**

**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!



## Alignment

Alignment reflects a character's personal sense of morality and how they interact with others. Faction member alignments are assigned to match the nature of their organization's goals and values. Wastelanders and small unit Raiders, being a little more independent, have some choice in their alignment. Alignment will be signified by a colored wrist band given to the player at registration.

Characters may occasionally act out of sync with their alignment, depending to the situation and various influencing factors, but players should select an alignment and/or faction that generally captures how they intend to play the game. Certain advanced Perk cards are affiliated with certain alignments, and alignments are intended to maintain appropriate rivalries and prevent unlikely alliances on the field.

During the game, Good and Evil players may speak and negotiate with one another, but they should not establish alliances or work together toward a common goal. There is little trust between opposing alignments. Neutral characters may align and work with either Good or Evil players/factions. However, a neutral character who seems to work almost exclusively with one alignment may justifiably breed some suspicion with those of an opposing alignment.

It is also possible that merchants of one alignment might offer more favorable deals to those of similar leanings or add a small "those assholes" surcharge to players of different, or especially opposing alignments.

If a player regularly acts contrary to their chosen alignment, the game staff reserves the right to re-categorize a player to an alignment that more accurately reflects their actions.

**Good** – The character believes in the values of justice, fairness, and certain human rights and dignities. They believe the strong should help protect the weaker, less fortunate, and the oppressed. They believe those who take advantage of and commit wrongs against others should be punished, that an ordered society is a positive thing and that it will benefit from certain rules to minimize harmful and destructive behavior.

**Neutral** – The character typically enjoys the benefits of living in an ordered group or society with the protection of certain laws and regulations. However, they may sometimes put their own needs ahead of others. They are unlikely to put themselves directly at risk or go out of their way to defend others unless they see a strong personal benefit. They may sometimes bend rules but are unlikely to flagrantly break the laws of a society/organization unless it brings major personal benefits that outweigh the fear of punishment or can self-justify that the action is victimless and really "doesn't hurt anyone". (**Caution**- this has proven to be a challenging alignment for some players to portray in the game. Be advised that if you are planning to break truces, betray alliances, or take too many actions resulting in death or great harm others without direct provocation... you really should be taking the Evil alignment.)



***Evil*** – The character believes that the pretense of a polite society and rules protecting those weaker than themselves are laughable attempts to shackle the strong. They believe the strong should use their strength to take what they desire. They see those weaker than them existing only to serve their needs. If a rule or law is to their benefit, they will gladly profit from it, but they show no hesitation to break the law and inflict harm on others to get what they want. Their disdain for “weakness” often manifests in ongoing oppression of others and acts of cruelty if it brings them pleasure or entertainment.



## Health and Wounds

Health points reflect the general strength and constitution of a character. In game terms, it is the number of times a character can be shot and healed before “final death” and the player leaves the area for a respawn point. Most players have three health points, which means they can receive medical care to revive them twice, but the third time they are shot they are “dead” and need to respawn. A few perks may increase a character’s health, allowing them to receive more treatments before dying.

Please note that these are not HIT POINTS... in other words it doesn’t mean someone can be shot several times before they go down. It refers to the number of total wounds a character can sustain before their body can no longer be healed and they reach “true death”.

When a character is struck with a melee weapon or projectile, they are wounded. They lose a health point and should go prone or take a knee. Yell “HIT!” and display a red dead rag. The player is bleeding out from the wound and will die after three to five minutes, regardless of how many health points they have left. An application of first aid and some other medical treatments, if administered while bleeding out, will stop the bleeding and revive the character. They may re-enter combat or resume other actions, although they have still lost one of their health points and are that much closer to death. Thus, a typical player may be revived two times from bleed-out... but the third time they take a wound they are killed and should report to a respawn location.

The window of three to five minutes for bleed-out is left a little loose for the benefit of the player. If they are in a situation where there is a good chance someone will stop the bleeding and revive them, the wounded player might want to wait as long as five minutes before heading back to respawn. But if there are no friendly players around to revive them, they may elect to bleed out in three minutes and walk to respawn. They should always wait for at least three minutes, even if there are no friendlies around. There is a chance that an enemy may wish to revive and capture them, and they should be given at least a three-minute chance to do so.

## Character Perks

Basic perks are selected before the game or at onsite registration, and they offer a set of basic skills and abilities the player's character can use during the game. A player may select four (4) basic perks reflecting their starting skills and abilities. They may only choose one card from any given perk, in other words no duplications or "stacking" effects.

Some perks require physical objects or props provided by the player, so it is strongly suggested that players select their basic perks prior to the event. For example, Grease Monkeys should have a wrench or hammer (which may also be a foam melee wrench or hammer). The Grenadier or Sniper perks reflect that the character has the ability to use grenades or a sniper rifle/DMR, so the player is expected to be bringing Thunder-B, Enola Gaye, or similar grenades or a sniper rifle/DMR respectively. Not all basic perks require an object or prop, but the player should select their perks before the game and make sure they have the requisite objects at the game.



Advanced perks are more specialized and offer additional benefits, although they are only obtained during the game. They may be part of a quest reward, found in a cache of loot, or obtained from merchants and NPCs on the field. Advanced perks acquired in a game may be carried forward into the next event. If a player wishes to have an Advanced perk they acquired in a previous game, they may elect to add ONE Advanced perk card to their four starting basic perks. Even if a player acquired more than one Advanced perk, they may start the next game with only one of them. Additional Advanced perks a player has collected may be gifted to teammates.

As players acquire more perk cards during a game, they may keep and play with more cards in their perk deck than the four basic ones. Players may trade or sell perk cards to one another if they end up with a duplicate or an unwanted perk, for example. Perk cards are only traded or sold; they may not be looted.

A player's perk deck is not confidential. In the interest of sportsmanship and game checks, any player may request to see the perk deck of another. This is mainly to be used if a player suspects another may NOT have a specific perk card in their deck for an ability they are playing. It is not meant to be used all the time, but a player or staff member is always be permitted to check another player's deck if they have any suspicions, misgivings, or want to confirm the rules around a perk with which they are not familiar.

Most cards collected at one event will NOT carry over to the next event. If the cards are still serviceable, it would be nice to turn them in to the game staff if they can be reissued at the next event. Advanced perk cards acquired in a game may be kept by the player, with the possibility of starting a future game with that Advanced perk in addition to their four basic perk selections.

Perk	Prop	Effect
Ammosmith		Trade for a bag of BBs. Single use. Trade with a merchant for BBs.
Archer	Nerf Bow	Able to use Nerf bows and crossbows in the game. Required to use bows and crossbows.
Barbarian		Your melee strikes ignore all types of opponent's armor. Yell "GROGNAK!" when striking.

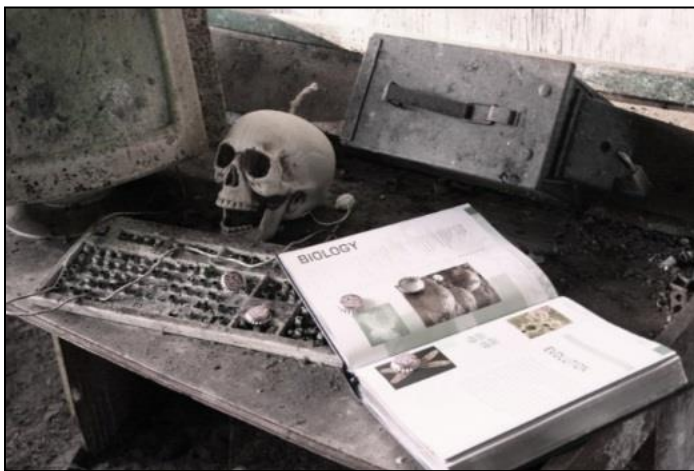


Perk	Prop	Effect
Batteries Included	Nerf Gun (painted for game)	Able to use Energy Weapons (Nerf dart guns) in the game.
Blacksmith	Hammer (may also be a foam melee hammer)	May repair unpowered armor (light and heavy armor), shields and melee weapons that have been destroyed. Tinker with broken object for three (3) minutes to return it to play. No cool-down. May be used in support of some quest objectives.
Blocker		Ignore first wound from melee weapons. Yell "Blocker". One (1) minute cooldown
Boomstick	Airsoft shotgun	Your shotgun inflicts TWO health damage instead of one. Yell "Boomstick" when firing. When revived from bleed out, the target will have lost two of their health points instead of the usual one point. Will require two first aid treatments (two bandages) to revive the downed player. One (1) minute cooldown between uses.
Caravanner	Caravan cart with wares	As a licensed caravan company, your cart can serve as a homestead for purposes of respawning per usual homestead rules. Only available to a caravan company faction.
Chemist		With the right ingredients, you can craft advanced chemical compounds, such as refilling an empty Stim-pack. May be used in support of some quest objectives.
Commando	AEG	You may operate full auto assault rifles (immediate unlock but you still need ammo for it) May be combined with Batteries Included perk to unlock full auto energy weapon (an automatic Nerf gun).
Demolition Expert		With the right ingredients, you are able to craft explosive devices. Primarily used in support of some quest objectives.
Faction Leader		Provides +1 health to a faction leader. Only one leader per faction. Faction must have at <u>least</u> a 10+ full members (not counting mercs/hirelings/allies).
First Aid	Pouch or sling bag with first-aid cross. Bandages required.	You may provide basic first aid treatment to revive a player bleeding out. A bandage/tourniquet must be applied to the injured player. Bleedout is stopped and wounded player is revived to continue gameplay. Lost health points are NOT restored via First Aid. First aid only revives a player and stops the bleed-out.
Four Leaf Clover		Player is very lucky at gambling. May add or subtract up to three (3) points on a blackjack hand or craps throw, draw/discard three (3) "free" cards in a poker hand, move a roulette ball up to three (3) spaces, or change the fighter that was bet on at the conclusion of a match. Ten (10) minute cooldown.
Gladiator		You may break an opponent's weapon after five (5) weapon-to-weapon hits. Yell "Break- five" at first contact, then count down four, three, two, one with each successive weapon hit. On sixth weapon-to-weapon hit yell "BROKEN". Opponent's melee weapon is out of play until repaired by a Blacksmith.
Good Doggy	Plush dog	Carry a dog plushie. Your dog can take a wound for you and/or can be thrown to inflict one (1) wound damage. Dog plushie should be at least twelve (12) inches in body length (e.g., no "beanie babies" or tiny dog plushies). The dog should be visible. It should be carried by the player or slung at their front or side. It should not be concealed in a pouch or pack and difficult to see.
Grease Monkey	Wrench or hammer (May be foam weapon)	You may repair broken mechanical items by tapping them with a wrench or hammer prop for three (3) minutes. No Cooldown. May be used in support of some quest objectives.
Grenadier	Thunder-Bs, Enola Gayes, etc.	May use hand-thrown grenades in game. Required for use of grenades.

Perk	Prop	Effect
Gunsmith	Set of small tools	May repair firearms that have been destroyed (e.g., struck by a melee weapon). Tinker with the damaged item for three (3) minutes to restore it to play.
Hacker		Able to access "locked" computers in the game. Primarily used in support of some quest objectives.
Happy Camper	Small flag or banner, at least (one) 1 foot square to hang	Player should have a flag or banner they can hang in a tree/building to mark their campsite. May always respawn at their campsite when it's not under attack. Personal campsites may not be relocated more often than once per hour. <i>(We ask players to leave any hung flags they see alone, but recommend bringing a back-up just in case)</i>
Hard Bargain		Buying and selling prices at vendor are better.
Heavy Gunner	Airsoft support weapon	You may operate full auto support weapons (immediate unlock but you still need ammo for it) Required for players with a support weapon. May be combined with Batteries Included perk to unlock full auto energy weapon (automatic Nerf gun)
Home defense	Airsoft support weapon	Grants a full auto homestead weapon which may use player-provided ammo. Required to have a homestead weapon. Must own a homestead and weapon must remain at homestead, tethered to a spot but may be repositioned within homestead when not in combat. Only one homestead weapon is allowed per homestead site.
In the know		You are well-connected with a network of informants and spies. May ask an admin a special question about another faction's actions/intentions, a clue to an object's location, etc. The admin will provide the information (if they know it or are able to retrieve it via admin radio calls). Ten (10) minute cooldown.
Intimidation	Coiled whip or rope suspended from gear	Your prisoners must follow your specific commands. Will not defeat the Escape Artist perk.
Legend of the Wastes		Your fame is renowned through the wastes. Player may ask a favor of another player or small group of players that should be granted in good faith. (Cannot ask another player to kill themselves or one of their allies, but may convince them to let them through a checkpoint, let them go from captivity, assist them for a brief period, etc.) The Legend must improvise and tell a story about why the favor is owed. Is not effective with players of opposing alignment (e.g., good versus evil). Ten (10) minute cooldown.
Lone Wanderer		When adventuring alone, you gain +1 health. Player may not claim this benefit if a member of a faction, when working as a mercenary, or while working with other players to complete a mission. They only gain this benefit when operating independently. (Note that unless the player has stim-packs for self-revival, they ARE still dependent on someone else to stop them from bleeding out)
Ninja		You may throw your one-handed melee weapons a short distance, inflicting regular damage.
Picklock	Bobby pin and a screwdriver	Instantly pick any "locked" item in the game. Need bobby pin or screwdriver. Primarily used in support of some quest objectives.
Power Armor Training	Power Armor	You can use power armor. Required for players with power armor.



Perk	Prop	Effect
Power Smith	Wrench or hammer (May be foam melee wrench or hammer)	You can fully repair power armor with three (3) minutes of tinkering. May not be done in combat.
Prison Purse	1 quart plastic ziplock baggie	The character has learned to take advantage of their “prison purse” to stash small objects. The player may hide caps, extra-ammo, small relics, even a rubber knife in their “prison purse” provided that the items fit into a sealed 1-quart baggie. These items are not found in searches, and this cannot be “looted”. Small handguns cannot be stashed in a prison purse, small rubber knives are the only stash weapons.
Red Rocket	Rocket launcher or grenade launcher	You may operate missile launchers and grenade launchers. Required to use a missile or grenade launcher in game.
Robotics Expert	Set of small tools (wrenches, screwdrivers) visible on gear.	You may rewire downed robots to obey your commands and/or self-destruct. Requires three (3) minutes of tinkering. May be used in support of some quest objectives.
Science		Can repair damaged high-tech items. Requires three minutes of tinkering. May be used in support of some quest objectives.
Scrapper		Gain higher price from merchant when selling "junk" items
Slugger	Two-handed melee weapon	Your two-handed weapons break shields in one hit. Call "Shieldbreak". Your opponent's shield is broken and out of play until repaired by Blacksmith. No cooldown.
Sniper	Airsoft Sniper weapon	You may use high FPS sniper/designated marksman weapons. 100-foot MED. Required to use sniper rifles/DMRs in the game.



## 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 scrounged pre-war relics and doing jobs.

The official currency are the plain yellow bottle caps, but Nuka-Cola caps are especially prized. 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.

In addition to the basic game caps, some of the larger factions trying to establish a governmental presence may be trying to push their own currency to better establish their legitimacy. The Enclave is known to be trying to establish a currency of purple bottle-caps, and the NCR issues its own paper currency.

“Junk caps” ... random beer or soda caps that players may have brought to the game on their own are typically not considered valid currency. For practical terms, this is to allow the game staff to keep some level of control on the economy. If any merchant elects to take junk caps, or junk caps at a ridiculous exchange rate, that is up to the individual merchant. But players might be wise to just avoid junk caps and certainly not take payment in them as they carry little to no value.

## 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 others 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! Note that the Prison Purse perk allows a player to keep a private stash which cannot be looted (see perk details).



## 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. Note that the "Prison Purse" perk may allow a character to hide a small rubber knife from their captors, which may be brought out to use as a weapon later.



# Weapon and Ammo Restrictions

## Wasteland Weapon Rules

Players start the game with any combination of boffer weapons, AEGs, gas or springer weapons. All weapons will be used in SEMI-AUTOMATIC MODE unless a player has selected the appropriate perk during character creation or purchases a full-auto upgrade during the game. Authorized full-auto weapons will be banded with a bright, recognizable marker provided at registration or by a merchant selling the upgrade.

Help the staff police the game and report players you see firing an unmarked, unapproved weapon in full-automatic mode. You can always request to see another player's perk deck to confirm they have the perk.



## Wasteland Ammo Rules

Please do NOT bring your own ammo to the field, or 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. We will try to purchase it in 0.25 weight if available and usually will have 0.32 sniper BBs as well.

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 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... please try to make do with the field ammo.

## Homestead SAW and Ammo Special Exception

Teams given permission to establish Homesteads may have ONE player select a “Home Defense” perk card to provide them with a Homestead SAW. 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. Tether 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!)*

## Grenades

Grenades have an area of effect damage-radius of 10 to 15 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 radius is a valid hit, otherwise being within 10' to 15' 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. Note that the “Grenadier” perk card is required to use thrown hand-grenades.

## Smoke Grenades

Only “cold-burning” (no exposed fuse) smoke grenades may be used at Wayne’s World. They may never be used in a building and need to be watched when deployed.

## “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 14. Sorry to disappoint players looking to nuke everything, but it got out of hand for awhile. There has been a very well-made FatMan prop in use in the past. This will be accepted but the FatMan should not be used more than once an hour. It will also have only a 20’-30’ area of effect radius (twice that of grenades), but it will also kill power armored foes and super mutants in the area of effect.

## Energy Weapons

Energy weapons are Nerf dart guns, painted or otherwise cosmetically modified to represent advanced energy weapons. The “Batteries Included” perk is required to field an energy weapon in the field. Players will use and reuse their own Nerf darts. The energy weapon just inflicts damage like a “firearm”. It does no special damage to armored opponents, it’s just another projectile weapon. While there is the ability for energy weapon users to bring their own ammo, this is offset by the reduced range, ammo-capacity, and accuracy of Nerf weapons (particularly at longer ranges). Note that any full-auto Nerf-guns will require BOTH the Batteries Included and the Commando perks to be acquired at character creation.



## Chems

### Stim-pack

Stim-packs will revive a wounded player who is bleeding out. They do not restore the lost health point but get the casualty back in the fight like a First Aid treatment. The First Aid perk is NOT required to use a Stim-pack, and they may be self-administered. The Stim-pack is represented by a prop you can purchase from some merchants. Unwrap the colored bandaged from around the Stim-pack and wrap it around the wounded player’s arm (like the First Aid bandage). They are now back in the fight. Just rip away and discard the colored armband when you finally must go to a respawn. Be sure to keep your empty Stim-pack. It may be refilled at the merchant’s booth.

### 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, similar to the Hard Bargain perk.



### 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 than 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 times in succession and you'll reach the chem's expiration.

## Boffer Weapons

Foam boffer weapons will see 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 to battle with other slaves or wastelanders, while onlookers bet bottle caps on the outcome.

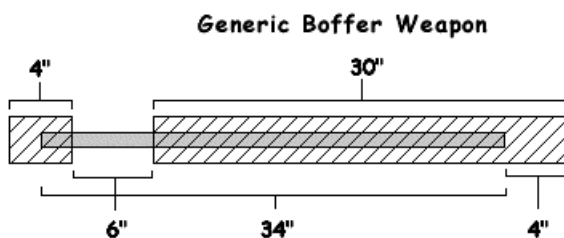
Limb hits disable the limb. If you're hit in the arm, put it behind your back. If you're hit in one leg, you can still stand, but must hop on one leg to move. If the second leg is hit, go to your knees. Only a hit to the torso counts as a kill. Avoid hits to the head or neck and remember that only a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



One boffer hit on a firearm will damage and disable the weapon until repaired by character with the Gunsmith perk. A character with the Gladiator or Slugger perk has the ability to damage other melee weapons or shields respectively.

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 Barbarian perk... they need to yell "GROGNAK!" 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.



 **Foam**  
 **PVC**

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 ½" 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

There are three regular categories of armor in the game: Light Armor, Heavy Armor, Power Armor. There are also two special types of armor in the game, intended for specially approved characters.

### Light and Heavy Armor

Light Armor includes stiffened leather, sports pads, chainmail, license-plates, and similar “lightweight” armor. Heavy Armor would be medieval or modern steel or ceramic plates. Armor will block the first strike to that body part causing no damage to the individual, however the armor is then considered to be damaged and will not block a second strike to that location until repaired by a character with the Blacksmith perk. Light armor will only block the first strike from a melee weapon. It does not protect against projectile weapons. Heavy armor will block the first strike from either melee or a projectile weapon.

Only the actual ARMOR turns a blow, not an armored limb. If a player wears armored vambraces on the lower arms, they block the first 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 Barbarian perk and yells “GROGNAK!” when striking, their melee attack ignores the armor and wounds the target.



Heavy Armor on left (“steel” & “ceramic” plates).  
Light Armor on the right (leather and sports pads).



## Power Armor

If you're considering Power Armor for the event, or just want to learn more about it... review the Wasteland Power Armor Manual located online here: <https://mindgame-productions.com/wp-content/uploads/2022/09/PAC-WL-MGP.pdf>

"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, 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 we 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. You are not required to have a helmet with power armor, but your head will be considered unarmored and unprotected.

The Power Armor Training perk is required to use power armor in the game.

A minimum 6" steel or aluminum 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 submit full body photos (front and back) of themselves wearing their completed power armor to ([mac@mindgame-productions.com](mailto: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 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 "heavy" 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.



We ask that reactive "splatter target" stickers be applied to kill plates. These should be at least 4" in diameter, and are available online for a very reasonable price. There are also larger sizes which will fully cover the plate, but a minimum 4" sticker is required. Even if a BB misses the reactive target but still strikes the edge of a kill-plate, it is considered a valid hit. The reactive targets are just a visual means of tracking and marking hits and they provide positive ID to help identify approved power armor suits.

Approved power armor stops all melee strikes and all projectiles unless the kill plate is struck. Strikes from opponents with the Barbarian perk will also ignore power armor and wound the target.

A strike to the kill-plate with a melee weapon or a thrown melee weapon, OR grenades 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. If the killplate is struck by a BB or nerf arrow or dart, it is considered to have penetrated the armor and inflicted a wound. A nerf rocket launcher strike will wound a power armor user, regardless of where it hits them.

When the player in power armor is revived from a bleedout by First Aid or a Stim-pack, the power armor is considered damaged and will now only function as is it were heavy armor. It will block the next melee or projectile strike to a given location, but then that part of the armor is considered too damaged to protect against the next one. A character with the Blacksmith perk can repair the damaged power armor as if it were still unpowered, heavy armor. Only a character with the Powersmith perk may completely repair power armor back to its full powered state with functioning kill plate. ***Powersmiths should come prepared with a supply of reactive target stickers with which they can “repair” kill plates.***

### **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, 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.

This mutant resilience may also appear with some special NPC beasts such as Yao-Guai, Mirelurks, Gatorclaws, etc.



### **Legendary Power Armor**

This is a very special type of power armor designed for specially approved in-game “bosses”, and not for regular players. Legendary power armor is expected to be “game armor” crafted to very high cosplay standards or a customized set or armor meeting similar standards of design, such as “the Paladin” NPC boss featured at Wasteland 12. Legendary power armor is given special benefits, making it very difficult to take down. This is awarded VERY selectively for a few in-game bosses that will be woven into major storylines. It is also meant to be a practical consideration for the difficulty in moving and fighting in these costumes. Visibility is extremely limited, it is very hot and hard to move in through uneven terrain, and it is actually not hard to outrun or close in quickly on a legendary power armor. As a general guideline, expect Legendary Power Armor to have a very small kill plate, or have special, limited vulnerabilities that may be learned on the field by NPCs, Merchants, or the In the Know perk. Please coordinate Legendary power armor with game admins prior to the game!



## Settlements

Settlements, or homesteads, are small player-owned “villages” in the wasteland. 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.

The settlement also has 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.

You must request a Homestead prior to the game and be approved before the game. Please note that a big deciding factor to granting a homestead will be if it provides some sort of activity, commerce, or immersion element in the game besides just a place in which a team sets up a base.



## 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 Happy Camper perk allows a player to establish a small, private spawn point on the field for their personal use, see perk list for more details.

## 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. MindGame Productions Release and Waiver
4. Payment for walk-in players

All three 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. The link to our online waiver can be found below:

[2022 - 2023 Waivers \(smartwaiver.com\)](https://smartwaiver.com)

## 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. **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.

- RIFLE / SMG: OK < 400 fps
- DMR: OK < 450 fps (must be physically locked into semi-auto only / 50 foot minimum engagement)
- Support Weapons: OK < 450 fps (50 foot minimum engagement, no SAW firing indoors)
- BOLT / SINGLE ACTION SNIPER WEAPONS: OK < 550 fps (100 Foot minimum engagement - chronographed using .20 gram BBs)

## Timeline

### Friday, November 18

- After 2pm - Early arrivals for overnight camping set-ups or set up of pre-approved settlements.
- 3pm to 7pm - Early onsite check-in will be open. Save yourself time Saturday morning and check in Friday!!

### Saturday, November 19

- 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.
- 5:30 pm - Anticipated end of Saturday gameplay.

### Sunday, November 20

- Prior to 9am - Before gameplay resumes, some homesteads may need to be cleared. We will run a "shared field" game Sunday with some private paintball groups. Several settlements will be kept in-play through Sunday, but some may need to be cleared out early Sunday morning.
- 9 am - Gameplay resumes.
- 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.
- 4:00 pm - End of Sunday game play. Event concludes.



## 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. Due to the large number of factions, we're trying to condense the number of pre-assigned channels to let several closely allied groups share a net, while leaving more open for other factions who may or may not be using coms.

### Radio Channels for FRS and UHF Radios

Radio Net	FRS	UHF Freq	Radio Net	FRS	UHF Freq
Wayne's World Admins	1	462.562	Unassigned / Open Use	8	467.562
Unassigned / Open Use	2	462.587	Enclave Net	9	467.587
Unassigned / Open Use	3	462.612	Bartertown Operations	10	467.612
Unassigned / Open Use	4	462.637	Sunshine State Operations	11	462.637
Unassigned / Open Use	5	462.662	Guild Operations Net	12	462.662
Unassigned / Open Use	6	462.687	MGP Admin Net	13	467.687
Unassigned / Open Use	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.***

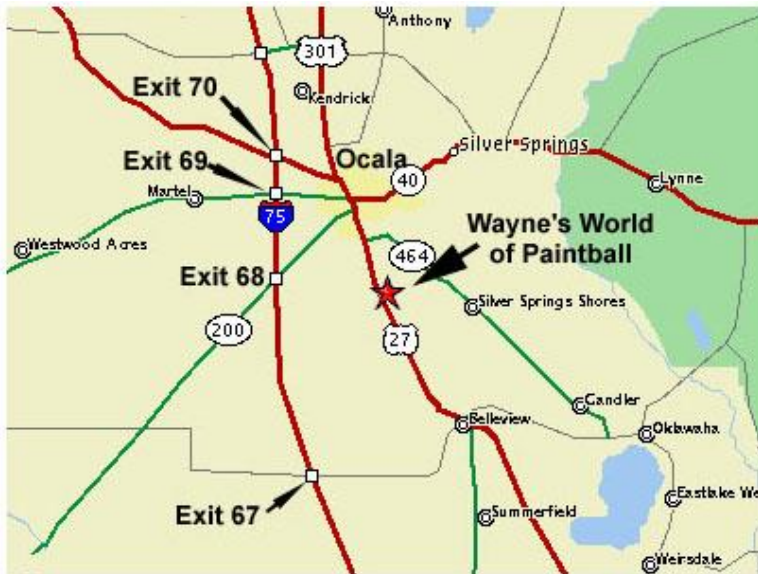
### Check list for the Wasteland

- Airsoft AEG & magazines
- Spare AEG & magazines
- Gas pistol and magazines
- Springer Weapon
- Boffer Weapon
- 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 repellant
- 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

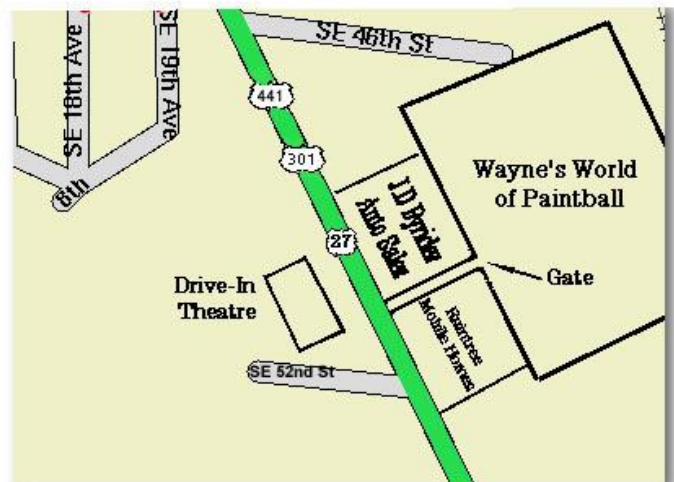
**Travel Lodge**  
1626 S. Pine Ave  
352-622-4121

**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







# MindGame Productions 2022 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 should carry at least two ACE bandages in a personal IFAK
- Only someone with the “First Aid” perk may administer first aid.
  - The medic 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 revived but one health point is lost
  - Most characters have only three health points, meaning they can be revived two times, third wound kills
  - Stim-packs may be self-applied and do not need First Aid perk
- 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 eyes must be kept on the smoking grenade
- Smoke may not be thrown into buildings
- Plan your smoke ahead of time
- Coordinate deployment via signal/radio to time smoke with your assault!

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.**





# Mindgame Productions Airsoft Event Hold Harmless/Personal Injury Waiver Form

Name of player/observer \_\_\_\_\_

Date of Birth \_\_\_\_\_

Email Address \_\_\_\_\_

Contact phone \_\_\_\_\_

As a prospective participant in the sport of Airsoft, it is extremely important that you have an understanding of the risks of personal injury and/or death that are associated with the sport. The following is intended to inform you of the general nature of those risks before your participation begins. The following is not intended to be an exhaustive discussion of those risks. Accordingly, should you have any questions pertaining to the nature and extent of those risks you should question the management of this field. Only after you have satisfied yourself as to the nature and extent of the risks involved as a participant in Airsoft should you sign below.

1. Airsoft is an inherently physical and potentially dangerous activity. The game involves the use of high-powered guns that fire plastic pellets at high velocities. Without adequate protection these pellets could break or penetrate the skin on impact. Should a pellet strike a person in the eyes, ears, nose or any vital area of the body that is not adequately protected, temporary or permanent injury, or in extreme circumstances, death, may occur.
2. Participants play the game on rough and sometimes hazardous terrain. Although this facility / site / organization has taken steps to minimize hazards, the risk of injury cannot be completely eradicated. There remains the risk that a participant could be injured as a result of the terrain.
3. The sport of Airsoft involves rigorous and strenuous physical activity. Accordingly, a person should not participate in the sport if he or she is not in good physical condition, or has any physical or mental illness or handicap which could be worsened by such participation or make the participant more vulnerable to physical injury or death. In some cases, players may be exposed to plants, insects or other elements that could cause serious injury from an allergic reaction.
4. The game of Airsoft involves simulated combat in which participants fire 6mm plastic BB projectiles (not exceeding the listed maximum safe FPS). These projectiles, while safe in most circumstances, may cause temporary discomfort, welts, bruising, minor bleeding or scarring. This facility / site / organization requires the participant to wear, at all times, MGP approved eye protection and highly suggests players adhere to the following suggestions to help minimize injury. All players are suggested to cover any exposed skin with a protective layer of clothing or other safety equipment. This includes the suggested use of full-face masks, gloves, long sleeve shirts, pants, lace up boots to prevent ankle injury, and knee or elbow pads (hard plastic).
5. It shall be the responsibility of each participant to obey all rules and utilize all safety equipment at all times. MGP has developed a formalized and standard rules set that is published on the website and is also presented in any Players Pack developed for an event. By signing below, the player acknowledges he or she has read these rules, understands them and agrees to comply with them at the event. Not having read the rules is no excuse for intentional or accidental violations. Safety equipment and event rules are designed to minimize the risk of injury and/or death, but even full compliance does not guarantee that such injury will not occur. All participants must have safety gear in accordance with MGP regulations and all weapons must be tested and approved for use by MGP regulations by a member of MGP or the event organizers. Participants with equipment that fails to meet these regulations will not be allowed to play and any player violating MGP regulations and safety guidelines may be asked to leave the event with no refund of any game day fees or donations.

By signing this Waiver/Release the undersigned (and, if applicable, his or her guardian) acknowledges that he/she has read the foregoing disclosures of the risks and, further, agrees that he/she assumes all such risks and will hold the MindGame Productions group, owners, operators, participants, and all of their agents and/or employees completely free and harmless from any and all damages from physical injuries and/or death which may result from the undersigned's participation whether outside or inside any of the field / site / event facilities. If participant is under 18 years of age, his/her legal guardians must also sign below:

I \_\_\_\_\_ state I am/have represented that I am 18 years old or older (if under 18, waiver must be co-signed below by legal guardian) and understand airsoft has the potential to be an injury causing sport and injury may be caused to myself or by me as a result of my actions at this event. I understand this form is a release from liability for the organizers, event staff, and property owners. This release includes indemnification for, but not limited to; liability/responsibility in the event of an injury to myself or an injury I may cause to another. I hereby relieve from liability, responsibility, legal action, mediation, arbitration, and hold harmless, from any event or occurrence including, but not limited to; personal injury and/or property damage, MindGame Productions Inc., Property Owners, Airsoft Event Organizers, Sponsors, any of their/its family, affiliates, owners, and/or employees or affiliates (hereafter referred to as event organizers) acting in any capacity of or on the event property, from any and all lawsuits, legal action, or financial compensation for any and all injuries to myself or physical damage to any of my property or the property in my possession or control. I further understand, state, and agree any damage I or equipment in my possession causes to any persons or property onsite or offsite of the above-mentioned property will, solely, and completely be the financial responsibility of myself. I understand in no way will event organizers defend me or compensate any person or company on my behalf or as a result of my, or any others, including event organizers actions. Any damaged personal property lost or stolen is solely my responsibility.

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. While players and approved photographers may retain their photos and video, MGP requests the download of a copy of all images and video for our own use prior to leaving the event. We may use photographs of our events and participants in promotional material via the internet, in print or on television. 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.

I HAVE READ AND UNDERSTAND THE TERMS AND CONDITIONS OUTLINED ABOVE. IN THE EVENT I DID NOT/DO NOT UNDERSTAND ANY PORTION OF THIS FORM, I HAVE/DID HAVE A REPRESENTATIVE OF THIS EVENT EXPLAINED, TO MY SATISFACTION, THE CONDITIONS OF THIS FORM, AND THE POSSIBLE REPERCUSSION(S) AND OR RAMIFICATION OF SIGNING THIS FORM AND ATTENDING THIS EVENT UNDER THE ABOVE MENTIONED CONDITIONS. I UNDERSTAND IN THE EVENT I AM NOT COMPLETELY SATISFIED WITH THE EXPLANATION OF THIS FORM PROVIDED, IT IS MY RIGHT, PRIOR TO THE SIGNING OF THIS FORM AND WITHIN TEN (10) MINUTES THEREAFTER, TO NOT PROVIDE MY SIGNATURE AND/OR DESTROY THIS FORM AFTER I HAVE SIGNED, RECEIVE A FULL REFUND AND NOT ATTEND THIS EVENT. I ATTEND THIS EVENT OF MY OWN FREE WILL, NO AGREEMENTS OR PROMISSES CONTRARY TO THESE TERMS HAVE BEEN STATED TO ME. IN ADDITION TO MY SIGNATURE BELOW, MY PRESENCE AT THIS AIRSOFT EVENT IS EVIDENT OF MY ACCEPTANCE OF THE ABOVE MENTIONED TERMS AND CONDITIONS. AFTER THE TEN (10) MINUTE GRACE PERIOD, NO REFUNDS WILL BE GIVEN UNDER ANY CIRCUMSTANCES.

Player Signature \_\_\_\_\_ Date \_\_\_\_\_ Printed Player Name \_\_\_\_\_

Legal Guardian (if applicable) \_\_\_\_\_ Printed Name of Legal Guardian (if applicable) \_\_\_\_\_