



WASTELAND 15.5

April 20, 2024, Wayne's World of Paintball, Ocala, FL

\$40 Advance Registration / \$45 Onsite

Wasteland 15.5 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 2294!

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 last 15 years! 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

Despite challenges to its safety and autonomy, the fledgling government of the Sunshine State has taken root and thrives in the wasteland of Central Florida. With the deployment of the NCR's 2nd Military Assistance Group, the Ravagers of the Silver Cove withdrew from their encampment at the old turnpike rest area, and occupied Bartertown to the north. They have fortified their position and established a growing Raider community to buy and sell stolen goods and cater to the vices of the local Raider tribes.

With the assistance of the Florida Minutemen, the Vault Dwellers from Vault 23 have secured a reasonably safe trade route to the Sunshine State, although regions to the north and west remain under raider control, Travelers to the west of Crystal Springs may find temporary haven at the base of the feared Mercenary Guild and may even find the opportunity for employment if they don't cross these armored mercenaries.

Something doesn't seem right, however. Not since a strange travelling merchant committed a series of strange ritualistic murders and a rare, combined wastelander and raider force failed to stop a grisly night-time ritual. In the intervening months, an unnerving quiet settled over parts of the wasteland. Some new Raider gangs began to appear, but not all stayed around... or alive... for long. Now it seems a core pillar of the Sunshine State alliance has been swallowed by the wasteland.

Welcome back to the Florida Wasteland! It's been missing you...

Section 1: Wasteland Factions

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

Important Wasteland Beginner's Tip: With so many factions running around... how do I know who are my allies and my enemies are? How do I know who to trust? Well... that's the thing. You probably shouldn't. Be very careful about trusting anyone in the Florida Wasteland. While you will absolutely meet friends and allies in the wastes, a smart survivor should always assume someone you meet is quite likely there to rob and kill you until they prove other intentions. You may not want to always shoot on sight unless a group has proven themselves to be hostile or unless they are one of the dedicated antagonist teams. But go into any meetings and negotiations carefully, and have friends watch your back. While some factions are easily recognizable, with distinctive uniforms, gear, or organizational colors, there aren't many organized and well-equipped militaries. Many of these survivors are wearing what they can scrounge or make. And some of them specifically make a living relying on subterfuge, ambush, double-crossing, and the gullibility of others. It's a rough Wasteland out there.

Wastelanders (public)

The independent, ragged survivors living in the Florida Wastes. Many risk life and limb searching for pre-war relics to sell for bottle-caps. Others hire themselves out 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)

A coalition of merchants, mercenaries, and settlers looking for places to ply their trades, the Sunshine Band Merchant Caravan works for the goodness of having communities and the fairness of open trade. The Band has established a territory of land referred to as the Sunshine State, with the help of likeminded groups and communities. The Sunshine State is a settled area known as a hub of trade and business, hard fought for by any Wastelander seeking relative safety and consistent work. The Band has routes up and down the Southeastern Seaboard of the Wasteland, their shrewdness has kept them strong and persistent, but the desire for community has kept them spirited and grounded. From the merchants that peddle goods and negotiate deals, to the security teams that keep the borders stable and fair, the Sunshine Band Merchant Caravan is an organization for equity, business, and the Wastelanders.

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 Florida Minutemen (public)

The Sunshine State defends the citizens within its borders, and the Guild is always ready to protect a caravan for the right price... but who is there if a remote settlement needs help? A group of former mercenaries and wastelanders recognized this need and established the Florida Minutemen. This defensive militia is dedicated to patrolling the wasteland to protect the small, remote settlements and caravan routes from violent raiders.

Alignment- Good

Wearing- paramilitary, civilian clothes and light gear they've salvaged. Along with a distinctive blue bandanna tied somewhere on body or gear.

New California Republic (NCR) (public)

The 1st Expeditionary Force, "The Lost Battalion", arrived in the Florida Wastes seven years ago. An ill-advised alliance with the Red Duke went up in the flames of a popular uprising, and the troopers were swallowed by the Florida Wastes. The 2nd Expeditionary Force arrived two years ago to re-establish goodwill. They were a key partner in the establishment of the Sunshine State. Now that the Sunshine State became a functional democracy, other regions of the south-east remain to be tamed. The 2nd Military Assistance Group, "the Swamp Apes", have also deployed to aid in training and support of indigenous forces. Two squads of the NCR are expected, working to defend NCR trade-interests, and to make the Florida Wastes safer for all.

Alignment – Good

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



South-Eastern Tunnel Snakes (private)

The Tunnel Snakes were founded by a former vault dweller in the Capitol Wastes. But super mutants, raiders, and then a full-fledged war between the Enclave and Brotherhood of Steel just made the DC area a real drag, you dig? One of the original hep-cats, "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, Daddy-O. Always remember, Tunnel Snakes Rule.

Alignment – Neutral

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

Vault Dwellers (public)

Even centuries after the Great War, a long-sealed vault is occasionally opened by Wasteland explorers or the inhabitants of the Vault themselves. Assuming the residents haven't already died due to equipment malfunctions, murdered one another, or expired in other unsavory ways, the frightened Vault Dwellers emerge into the blinding light of the Wasteland sun. Many Vault Dwellers don't survive long in the wastes, but others adapt and thrive. With limited power restored to Vault 23, an enterprising group of former Vault Dwellers have come together to form a small trading post. With the pirates driven away from the nearby turnpike rest area, it is seeing growth as a stopping point along the new Florida caravan routes.

Alignment – Neutral

Wearing – Vault suits. Sometimes augmented with pre-war combat armor or improvised wasteland armor.



The Cyberpunks (public)

Quincy Ray led a mass exodus of former Institute scientists, merging advanced technology and his personal swagger to establish the Cyberpunks. Taking the digital files known as the EdgeRunner Codex, and modifying their own bodies with cutting edge Institute synth-tech, the Cyberpunks are a fusion of men and machines, living by the mantra, “style over substance, attitude is everything, live on the edge.” Led by the enigmatic Tiberius Umbefy, aka Voltage, these synth-tech augmented thrill-seekers are on the hunt for the next big score, the next adrenalin rush, the next opportunity to defy death with a style that’s as sharp as their exposed wiring.

Alignment – Neutral

Wearing – Flashy, cyber-militant style. Should have cosplay examples of synth-tech bionic/cyberware proudly displayed and recognizable to others.



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. Many of the Guild members wear full power-armor, making them formidable foes in battle.

Alignment – Neutral

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

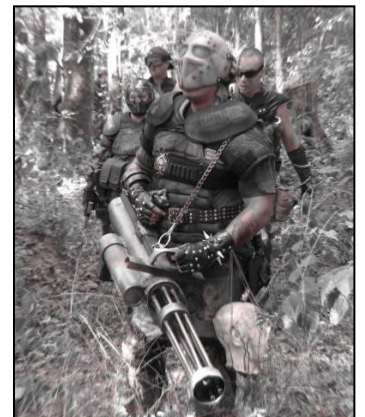
Raiders (public)

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!



Ravagers of the Silver Cove (public)

Surging inland from the coast in a cloud of shanties, sea air and rum fumes... the Ravagers of the Silver Cove is a rowdy gang of raiders who’ve embraced the pirate life of centuries past. Wearing garb reminiscent of 17th and early 18th century pirates, they roll back and forth across the Florida Wasteland, raiding, looting, drinking, and gambling. While they sometimes come across as a fun crowd to the unwary... wastelanders are advised to deal cautiously with the Ravagers. They are loyal to their crewmates and their captain, and even petty squabbles may soon find outsiders dangling from a gibbet, fed to the mirelurks, or feeling the bite of the lash.

Alignment – Evil

Wearing – Wasteland Pirate, mostly anachronistic pirate-style garb with a few mixed paramilitary or ragged civilian pieces.



The Enclave (public)

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. The Enclave maintained a small reconnaissance team in the Florida Wasteland for a couple of years, but their mission remained unclear. Something seems to have happened. Most of the reconnaissance force has withdrawn and a new, small Enclave detachment replaced them. The new unit seems to be a secretive and highly specialized research detachment coming to investigate something found by the recon unit.

Alignment – Evil

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

Super Mutants (private antagonist faction)

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. Green masks/body covering or body paint.



PROJECTIONS SHOW A HIGH LIKELIHOOD OF FOUR MAIN CULTURES

01. MERCENARIES

Everyone is available for a price. With some negotiation, these armed men will do anyone's bidding.

02. MILITARY FRATERNITIES

A product of the military industrial complex, these brotherhoods will use honor and technology as commodities.

03. ROVING GANGS

Unlike the hoodlums in the vault, these opportunists will use whatever and whomever they need to continue the prosperity of their kind.

04. SURVIVOR COMMUNITIES

The remnants of society before the nuclear event, these will be secured communities with social structures and a distribution of labor.

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 **WASTELANDER** or **RAIDER** (depending on alignment) and list the faction name in the team affiliation field!



Special Settlement Attack Hours

To foster the role-play experience in the two major settlements in the Florida Wastes, the Sunshine State and Bartertown, we have special settlement attack hours. There's a lot of fun things going on at these locations. Cantinas serving drinks, gambling, lots of sales negotiations, missions being delivered, relics bought and sold, negotiations happening, and clandestine meetings going on.

A lot of effort is being put in to set up these experiences and they really add a lot to what makes Wasteland such a unique experience. Unfortunately... when a mob of combatants go rolling through every half-hour... shooting the place up... a lot of really cool gaming experiences go out the window.

There will be only two designated time windows for launching large scale attacks on these settlements. The "attack windows" will be 11am-Noon and 3pm to 4pm for the Sunshine State... and Noon to 1pm and 4pm to 5pm for Bartertown. During those windows... bring it... mobilize your forces to bring massive death and destruction on your foes. You'll know the time windows... so you can work your plans and alliances accordingly to hit during the attack windows.

Outside these attack windows... these are considered "role-play" locations. Eye-protection is still required... and violence may still happen. A game of cards or dice may get spicy and leave one of the players dead in the dirt. A few bounty hunters may arrive, with big irons on their hips, to bring a known outlaw to justice. Just not large-scale attacks outside these windows.

<i>Settlement</i>	<i>Attack Window #1</i>	<i>Attack Window #2</i>
Sunshine State	11am to Noon	3pm to 4pm
Bartertown	Noon to 1pm	4pm to 5pm

- Melee weapons, semi-automatic sidearms, and shotguns **may** be used during role-play hours.
- No AEGs, sniper rifles or DMRs may be used during role-play hours at the two settlements.
- No grenades, rocket-launchers, "bombs" or similar devices may be used during role-play hours.
- No large-scale attacks may be launched against the settlements during this time.
- "Violence" during role-play hours should be limited to only a few players at once.

These restrictions apply **ONLY** to the Pirates' Bartertown settlement, and the Power Station/Cantina inside the Sunshine State (the graveyard in northern Sunshine territory is still open for attack at any time). These are the main "Good" and "Evil" settlements respectively.

We want to let the major settlements, with all their special activities, be hubs for role-play. There may be occasional in-character outbreaks of violence over a game of cards or a long-simmering vendetta... but we **DON'T** want to have these perpetual combat zones or see continual punking going on with a crowd of evil players, coming in under a flag of truce, start shooting up the place with no warning and disrupting all the other cool role-play experiences happening in these areas.

There'll still be a LOT of field area and smaller settlements out there for raids, ambushes, bounty hunting, and the whacking of bushes. But we want to limit assaults on those two major settlements to be limited to just a few specific times during the day.

Alignment

Alignment reflects a character's sense of morality and how they interact with others. Faction alignments are assigned to match the nature of their organization's goals and values. Alignment is 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 faction that generally captures how they intend to play.

Good and Evil players may speak may negotiate some trades and exchanges but should not establish alliances or work together toward a common goal. There is little trust between opposing alignments, and sometimes opposing alignments just shoot first unless white flags are displayed, and everyone makes no sudden moves. Merchants of one alignment might offer more favorable deals to those of similar leanings or add a small "those assholes" surcharge to players of opposing alignments.

Neutral characters may align and work with either Good or Evil players/factions. However, a neutral character who works almost exclusively with one alignment may justifiably breed some suspicion with those of the opposing alignment.

If a player regularly acts contrary to their chosen alignment, the game staff reserves the right to recategorize a player to an alignment that more accurately reflects their actions. Some high-paying missions cause results that would be strongly categorized as GOOD or EVIL outcomes. These missions may only be offered to players of the corresponding alignment. If a neutral player elects to take one of these major alignment-based missions, they may be recategorized from neutral to good, or evil, based on that choice.

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 enjoys the benefits of living in an ordered group or society with the protection of certain laws and regulations. However, they often 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 there is a strong personal benefit. They may sometimes bend rules but are unlikely to flagrantly break the laws of a society/organization unless it brings personal benefits that outweigh the fear of punishment or can self-justify that the action is victimless and really "doesn't hurt anyone". (**Caution**- *Neutral 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 that power 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 or scapegoating of others and acts of cruelty purely to bring them pleasure or entertainment.

Health and Wounds

Health points reflect a character’s ability to come back from life-threatening injury. 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 drop. If they take a wound, they drop. Health points are the number of separate times a character can be wounded before first aid can no longer bring them back, and the player must hike off to a respawn point.

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. 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

Perks are selected before the game or at onsite registration. They offer special skills and abilities the player's character can use during the game. A player may only choose one card from any given perk, in other words no duplications or "stacking" effects.

New players select four (4) basic perks reflecting their starting skills and abilities. Experienced players may chose to select either four (4) basic perks OR they may select two (2) basic perks and one (1) advanced perk.

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.

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, or want to confirm the rules for a perk with which they are not familiar.

BASIC PERKS (Player may choose four Basic Perks)

Perk	Prop	Effect
Ammosmith		Player can "craft" ammo from scrap found on the field. The player must bring five items of scrap to a merchant. Items are no sold but are to be processed on the merchant's "ammo press". If merchant decides the scrap is acceptable, must contact several metal items, it is processed and the player given a bag of ammo. 30-minute cool-down period.
Archer	Nerf Bow	Able to use Nerf bows and crossbows in the game. Required to use bows and crossbows. Bows limited to 25lb draw weight and 25 foot MED.
Barbarian		Your melee strikes ignore opponent's armor. Yell "GROGNAK!" when striking. Destroys the armor in the location hit, requiring a Blacksmith to repair it!
Blacksmith	Hammer (may also be a foam melee hammer)	May repair 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.

Perk	Prop	Effect
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)
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	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	Grenades	May use hand-thrown grenades in game. Required for use of grenades.
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. The skill must be role-played with some haggling with the merchant, not just showing the card.
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.

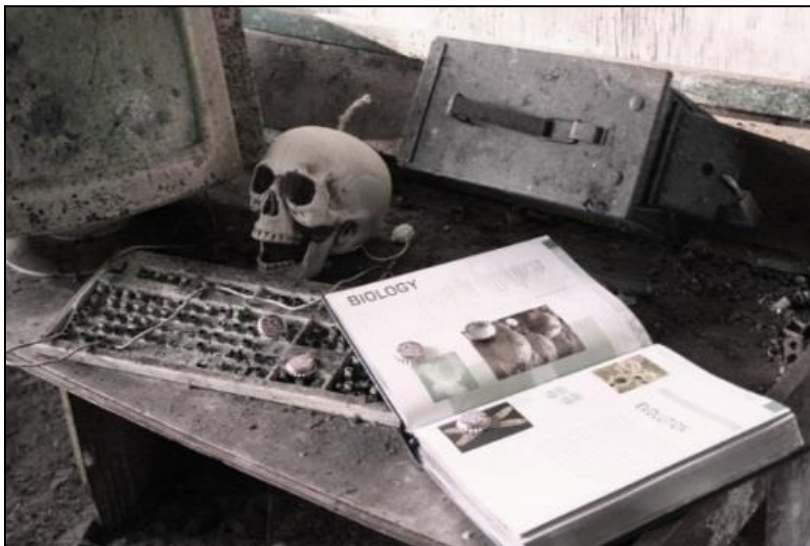
Perk	Prop	Effect
Home defense	Airsoft support weapon	Grants a full auto homestead weapon which may use player-provided ammo. Required to have a homestead weapon. Must own a homestead and weapon must remain at homestead, tethered to a spot but may be repositioned within homestead when not in combat. Only one homestead weapon is allowed per homestead site.
In the know		You are well-connected with a network of informants and spies. Simulated in game by the ability to ask another player (including enemies) a simple yes or no question. The question MUST be answered truthfully, but it will be a yes or no response only. Ten (10) minute cooldown.
Intimidation		Your prisoners must follow your specific commands. Will not defeat the Escape Artist perk (an Advanced 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.
Power Smith	Wrench or hammer	You can fully repair power armor with three (3) minutes of tinkering. May be done while under fire, but both individuals better be behind cover or in a building. (NOTE: Likely OBE and soon to be removed as a perk)
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, only a small rubber knife.
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 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

Perk	Prop	Effect
Sluggier	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.

Advanced PERKS (Player may alternately choose two Basic Perks and a single Advanced Perk)

Perk	Prop	Effect
Adrenaline		You may fight and move while bleeding out (standard 3 minute bleed out) after yelling "Adrenaline". An additional hit during this time period will drop you into standard, immobile bleed out for what ever time remains. 10 minute cooldown.
Animal Friend		Can calm and prevent animals from attacking player and companions. Extend open hands and say things like "Whoa! Hey little buddy!" until creature calms and moves away. Can apply to mirelurks, yao gaoi, gatorclaws, deathclaws and similar creatures. No cool-down.
Bloodsucker		You may drain blood from a downed player during their bleed out period. One of your lost health points is restored and one additional health damage is caused to the downed player. 10 minute cooldown.
Bodyguards		Up to two people in your party gain +1 health while guarding you. Bodyguard status may be transferred to another companion (with the prop) when one bodyguard dies.
Cannibal	Severed hand/foot hanging from gear	Eating a downed player (during their bleed out period) restores one health to you. The eaten player must go to respawn, and may not be revived. 10 minute cooldown.
Covert Operative	Rubber knife	Your melee back-attacks instantly kill, ignoring opponent's armor. Call out "assassinate". 1 minute cooldown.
Equipment Chains		None of your items may be looted. Caps may still be looted.
Escape Artist		Escape from capture, bondage, imprisonment anytime you want. Permitted a 30-second head-start from captors. Will not be able to use personal weapons and fight back until the end of the 30-second escape window. 10 minute cooldown.
Exterminator		Player can inflict a one-strike melee kill on a creature (e.g., Mirelurk, Yao Guai, Gatorclaw, Deathclaw). Yell "Exterminate!" when striking. 10 minute cool-down.
Field Surgeon	Visible pouch or sling bag with first-aid cross	Requires First Aid perk. Player may "treat" a wounded player for 3 minutes and restore one lost health point. Wounded player may remove one of their bandages and return it to IFAK. May not be performed in combat. 10 minute cooldown.
Fireproof		Immune to explosive and flame attacks. Yell "Fireproof!" when attacked by flamethrower or when within radius of a detonating grenade/explosive. Will not protect against a mini-nuke or other nuclear blast.
Friendly Fire		Immune to friendly fire. Player suffers no damage from a strike, BB, protectile, or explosion from a team member. Does not protect against mini-nukes or nuclear blasts. The "friendly fire" must still be from a true ally. If you have double-crossed or attack former allies, this perk no longer protects you from their attacks.
Lucky Break		Your broken equipment or armor fully repairs after combat. 1 minutes cool down

Perk	Prop	Effect
Moving Target		When rolling, you don't take any damage. You may not attack while rolling.
Natural Resistance		Health +1
Nuclear Physicist		Requires Science perk. Unlocks crafting of special nuclear items (blueprints needed)
Professional Drinker	Bottle of "booze"	Alcohol restores 1 of your lost health points. Stagger and act like a drunken ass for at least five minutes after using. 10 minute cool down.
Quack Surgeon	Bottle of "booze"	Revive other players with liquor! Does not restore health but this will revive them from a bleed-out as if they had received a first aid treatment. 10 minute cooldown.
Secret Agent		Stealth Boys last twice as long (six minute timer instead of usual three minutes). 10 minute cooldown.
Thief	Black bandanna around neck that can be pulled up over face	You may loot up to twice as much (two handfuls of caps or two relics). Does not override Equipment Chains perk, but caps may still be looted from a player with that perk.
Travel Agent	Red folding umbrella	You (and only you) may travel out of play to any location on the field. Open and shelter yourself with the red umbrella and move across field. You may not re-enter play in the middle of combat or inside of an encampment/base. 10 minute cooldown.



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 a lesser currency. They might be accepted by some merchants, not accepted by others, and the exchange rate is likely to be poor.

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 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.

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 ammunition. We will try to purchase it in 0.25 or 0.28 weight if available and sometimes 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 confident that MOST players should be absolutely fine with a range of 0.25, 0.28 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 weights 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.

Bows and Crossbows

These are weapon options for Wasteland, but there are some safety restrictions. These will be Nerf bows, crossbows and arrows OR LARP bows, crossbows and arrows. Off the shelf Nerf weapons are considered safe. LARP bows and crossbows may NOT EXCEED 25lbs draw weight. Arrows must have large, foam LARP safety tips. LARP bows and crossbows will have a minimum engagement distance of 25 feet. Remember... 25lbs and 25 feet.

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. (*Please remember that Homesteads need to be approved in advance for this exception and a Homestead Defense skill card selected by the primary gunner or faction leader!*)





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 were getting a little out of hand a few years back. It will require admin approval, act-of-god, and maybe an old-fashioned handy before "home-made" nukes will be in play for Wasteland 15.5. 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.



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 and counts as 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. When the Stimpack has the tape-band it is "full". To use a Stimpack, grab the tab and pull away the tape to "empty" the syringe. The casualty is now back in the fight. 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-Jet

Some gangs cook up a powerful, and occasionally lethal hybrid of Psycho and Jet as an extreme combat drug, which renders the user invulnerable to pain and shoots their adrenaline and aggression through the roof. For a brief period of time, they can legally ignore BB hits and absorb a tremendous amount of damage for an insane, psycho-jet-fueled rampage. When the drug wears off... the damage catches up with the player and they succumb to their injuries and must drop. A purple smoke grenade will be used to represent to use of psycho-jet and time its duration. The player will need to bring their own psycho-jet purple smoke or buy them from merchants. Pop the smoke, carry it with you while you run on your rampage, but when the smoke stops, you drop from your injuries.

Boffer Weapons

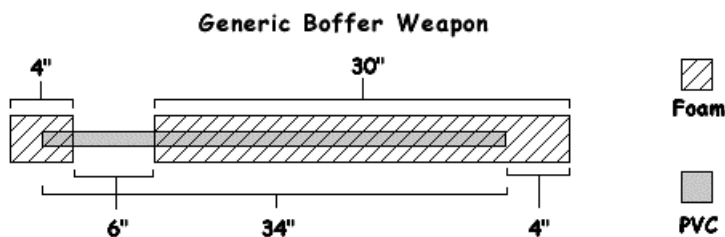
Foam boffer weapons will see use on the field. Some factions use boffer weapons as secondary or even primary weapons at the start of the game, until they can afford to buy more ammo. Of course, players unfortunate enough to be taken as slaves may find themselves in a combat arena, forced to battle with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



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 $\frac{1}{2}$ " 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.

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.





Don't wear modern plate carriers without at least have them extremely dirty, worn, and perhaps patched with bits of improvised armor.

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

(IMPORTANT: NEW RULES TESTING)

We use the April Wasteland events as a testing ground for rules changes before the larger November games. We are wanting to try a new approach to armor rules that we believe will streamline armor rules and potentially drive higher levels of cosplay for power armor. There are two categories of armor in the game: Armor and Power Armor.



Armor

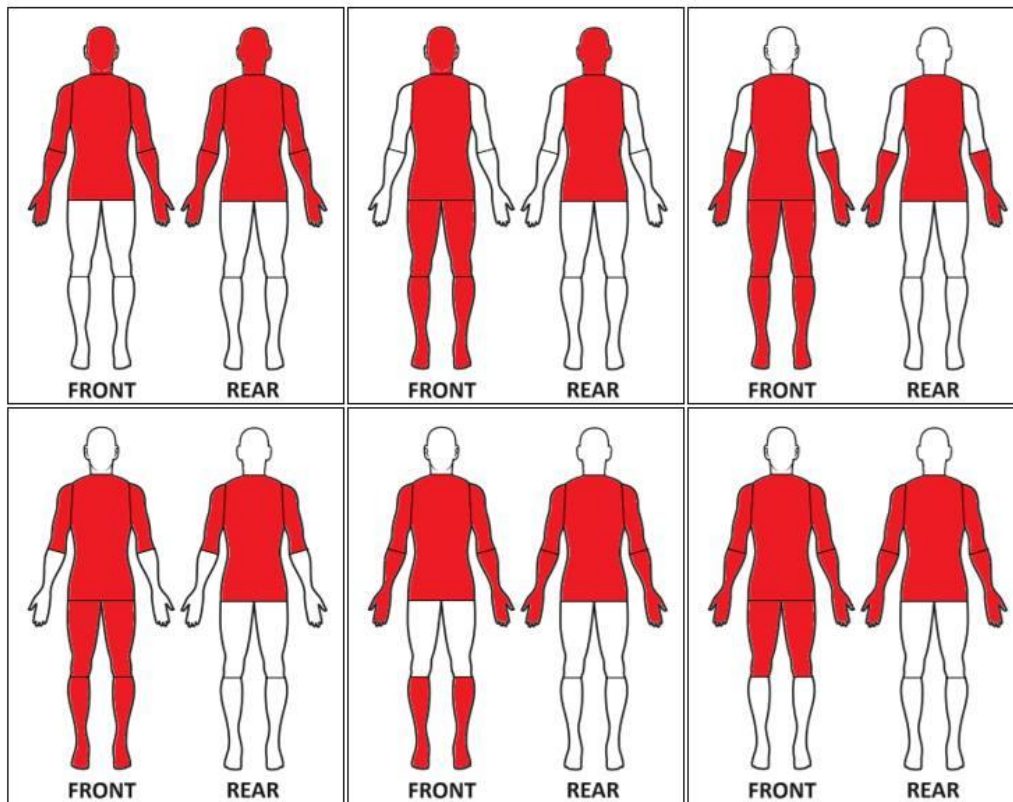
Armor could be modern steel and ceramic helmets and plates, or futuristic "combat armor". Armor provides multi-hit protection against projectiles and melee strikes.

The projectile is only blocked if it hits the armor (e.g., glances off the helmet or armored plate and doesn't hit the player in an uncovered part of the body)

If an attacker has the Barbarian perk and yells "GROGNAK!" when striking, their melee attack ignores the armor and wounds the target.

Armor on the field is an advantage, but protection capable of stopping gunfire is HEAVY. A player is allowed to only put armor on up to 60% of their body. At least 40% of the body must remain exposed.

How much is 60%... consult the graphic on the next page for illustrations of approximately 60% body coverage. Note that the diagrams include front and back coverage variations. You can armor less than 60% if you wish, such as just a helmet and combat armor chest and backpiece. But you can't armor more than what is indicated in red.



Please note that being shot in a coverage gap will be considered a valid hit. If your torso armor leaves a gap under the arms and you get shot in the gap... it's a hit since it didn't strike an armor plate. Grenades will take out armored personnel. Shrapnel... much like life... finds a way.

Under the new armor rules... a great many suits formerly approved as Power Armor and equipped with kill-plates are now just considered "armor". This applies to standard Guild power armor, and many of the suits previously considered power armor under the old rules system. If your suit currently covers MORE than shown on one of the images in the chart, please remove armor from some areas of your body.

Power Armor

So, what would now be considered "Power Armor"? Under these test rules, the cosplay design bar is being raised on actual Power Armor to pretty much the level formerly known as "Legendary Power Armor".

This will be a cosplay representation of a full body suit of high-tech armor on a powered exo-skeleton. It should be recognizably based on a suit of "FallOut Canon" power armor such as the T-45, T-51, T-60, X-01, etc. "Raider Power Armor" is an acceptable option, but it should typically contain recognizable elements of FallOut armor types scavenged for the Raider Power Armor in addition to cruder raider-built parts. 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 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 if you don't wear one.



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

If approved as power armor, the user should mount two small silver “bicycle bells” to the armor. One bell on the front side of one shoulder, and the other on the back side of one shoulder. The bells are small targets and not easy to hit, but they create a distinctive ring when hit with a BB. When the bell is hit, the power armor is locked up for 30 seconds. A second hit to the kill-plate bell in those 30 seconds inflicts a wound/kill.



If a grenade explodes within 10-15 feet of a power armor user, the armor is locked up for 30 seconds. The user is killed by a shot to one of the small bells during that period. A rocket strike to the power armor is considered a one-shot kill.

Normal melee strikes to the power armor or even to the bells will NOT affect the power armor or injure the user. A “GrognaK” strike by a player with the Barbarian perk will not penetrate the new classification of power armor, but a GrognaK strike to a bell will freeze the user like a shot to the bell. And a second strike to the same bell will be a kill.

For approval, individuals should submit full body photos (front and back) of themselves wearing their completed power armor to the armor approval committee a couple weeks prior to the event for review. This provides a window for the player to address any identified deficiencies. We ask that the FINAL DEADLINE to submit photos for consideration be the Wednesday prior to an event. 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 unpowered “Armor” in the game, however they will likely be asked to remove enough pieces of armor that it will be less likely to be mistaken as a full power armor suit and will meet the 60% armor coverage limit.

Mutant Resilience

Some pre-selected players will represent Super Mutants 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 are allowed to wear kill-plates in the game, like 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.

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





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:

<https://waiver.smartwaiver.com/v/2024to2025>

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, April 19

- 4:00pm-7:00pm – Early Onsite Check-in available (get ahead of the rush Saturday!)

Saturday, April 20

- 7am - Gates open.
- 7:30am – Chrono and Registration desk open.
- 8:45am - Estimated first safety briefing, following by early player start
- 9:30am – Estimated second safety briefing, followed by late player start
- 1:30pm to 2:30pm – Lunch window (players leave field to eat on their own... no actual halt to game-play)
- 5:30 pm to 6:00pm– Anticipated end of Saturday play



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	Sunshine State Chamber Coms	8	467.562
Unassigned / Open Use	2	462.587	Minutemen	9	467.587
Unassigned / Open Use	3	462.612	The Guild	10	467.612
Unassigned / Open Use	4	462.637	Ravagers of Silver Cove	11	462.637
Unassigned / Open Use	5	462.662	Enclave	12	462.662
Unassigned / Open Use	6	462.687	MGP Admin Net	13	467.687
Sunshine State Tactical	7	462.712			

Important Frequency and Channel note!

FRS radios, such as Motorola Talk-Abouts, Midland FRS radios and similar ones are commonly available at "big box" stores and camping supply shops. They are pre-programmed to a set of Federal Reserve System (FRS) frequencies specifically designed for low-power, civilian radio chatter. These are common across all FRS radios... so that a Motorola radio on FRS channel 5, speaks easily to a Midland on FRS channel 5.

Many programmable radios, particularly those made overseas such as BaoFengs, come with different programmed frequencies out of the box. An out of the box BaoFeng on "BaoFeng channel 3" is on a different frequency than FRS channel 3! Many players seem to have not known this and it seems to have contributed to a dip in radio usage.

These sample instructions are for a BaoFeng UV5R, one of the most common models.

- Switch your BaoFeng from Channel Mode to Frequency mode by pressing the orange button on the front labelled "VFO/MR". That toggles between pre-programmed channels and entering specific frequencies.
- Listed in the chart above are the **FRS** channels and the actual frequencies for those channels.
- If you want to speak with an FRS radio on channel 7, set the BaoFeng frequency 462.712.
- Consider using the Lock/Unlock key on the bottom left of the keypad. There is a key symbol on it. This will lock in the current freq or channel to prevent it being changed by accidentally pressing a button.

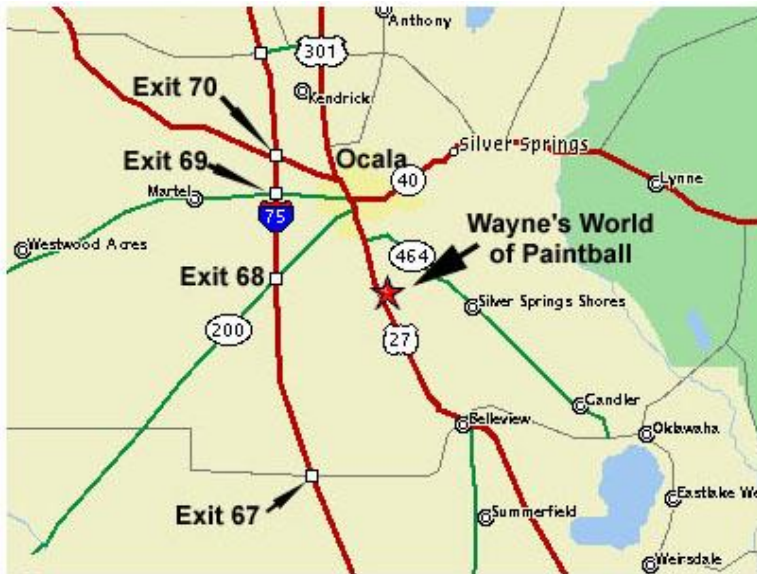
Since many new players have FRS radios, this chart proposes FRS channels for game use, with the frequencies provided so players with BaoFengs can set, or even program, their BaoFengs appropriately. I think that's caused confusion in the past.

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. ***Please remember to PACK OUT EVERYTHING YOU PACK IN. In other words, DO NOT LEAVE TRASH ON THE FIELD.***

Wayne's 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

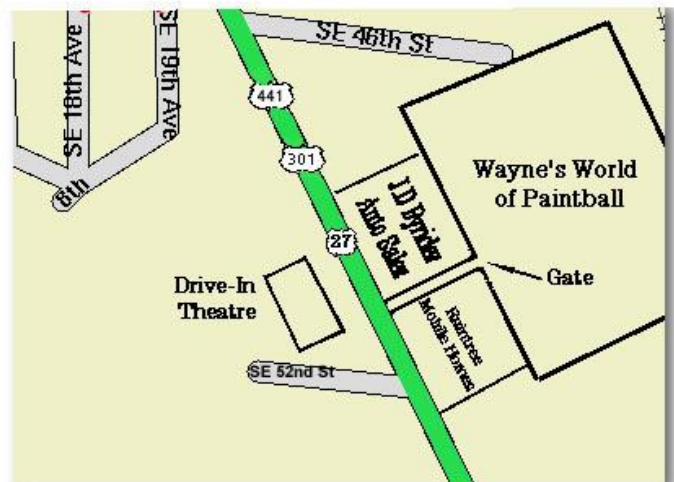
Travel Lodge
1626 S. Pine Ave
352-622-4121

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 2024 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