



MINDGAME PRODUCTIONS PRESENTS

WASTELAND 18

November 21-22, 2026, Wayne's World of Paintball, Ocala, FL

\$65 Advance Registration / \$75 Onsite

AUTHORIZED PARTICIPANT BRIEFING // ISSUE 01 //
CENTRAL FLORIDA DISTRICT

**OFFICIAL ISSUE • APPROVED FOR SURFACE RECLAMATION
PERSONNEL**

WASTELAND 18

Wasteland 18 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 2296...

This is an **interactive storytelling experience**. The Florida Wasteland storyline continues to build on itself and has evolved across previous events spanning nearly two decades. Players come 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. Leave your real-world differences, disputes, and grievances outside. Come to the Wasteland and share a fun and unique experience!

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

PREPAREDNESS IS PATRIOTISM!

A calm citizen is a useful citizen. Read your assigned survival material before entering the reclamation zone.

BACKGROUND

November 2296 — The Florida Wasteland crawls from the ashes

The skies over Florida are quiet again. For weeks this summer, they were anything but. Following the surge of the Scorch plague this spring, the Brotherhood of Steel sent an urgent request to the Capital Wastes. The response came in the form of the *Argo* — a Brotherhood airship carrying soldiers, vertibirds, munitions, and orders to stop the plague before Florida became another Appalachia.

For weeks, the *Argo* prowled the skies above the Florida Wasteland, unleashing a relentless aerial campaign against regions believed to be overrun by the Scorched. Bombs and incendiaries fell across infected territory. NCR artillery batteries hammered Scorched migration routes as Brotherhood aircraft continued the assault from above. Entire herds disappeared beneath fire and smoke. And it worked. The Scorch surge was broken. But victory has a price.

Across Central Florida, settlements lie shattered. Homes, farms, trading posts, and scavenger camps disappeared beneath the same bombardments that destroyed the Scorched. Some communities were evacuated in time. Others were not. Now survivors crawl from cellars, bunkers, drainage tunnels, and whatever ruins remained standing, staring across landscapes they barely recognize.

The Brotherhood calls the campaign necessary. The NCR calls it containment. Most wastelanders call it something else entirely. And the Legion has been listening.



The Bull Among the Ashes

Where the Brotherhood and NCR see a hard-won victory, the Legion sees opportunity. Legion recruiters have begun appearing among displaced settlements and raider tribes, pointing toward the ruins as proof of what they have warned for years: The great powers do not intend to save Florida. They intend to rule it.

Legion emissaries say the Brotherhood's technology and the NCR's promises of civilization brought fire upon innocent wastelanders just as surely as the Scorched brought plague. According to the Legion, the plague itself is no accident. It is judgment. A curse upon degenerates, profligates, mutants, and those who cling to the corruption of the old world. And only through strength, discipline, and purification can Florida survive.

To raiders who have lost their territory, settlers who have lost their homes, and survivors searching for someone to blame, the message has begun to find an audience.



The Plague is not Dead

Despite the destruction, the Scorched remain. Isolated sightings continue throughout Central Florida. Infected creatures wander the wilderness. Entire areas remain too contaminated or dangerous to reclaim. And somewhere beyond the devastated zones, more Scorched may still be gathering.

The Responders know the bombing bought Florida time. Nothing more. Their scientists continue working feverishly on an experimental treatment derived from Nuka-Cola, Scorch research, and samples gathered throughout the Florida Wasteland. They call it Nuka Scorched.

If their work succeeds, it could provide both an immunization against the plague and perhaps even a treatment for those exposed before the infection takes hold. If it fails, Florida may simply be waiting for the next surge. And so the Responders work and seek others who will help them in finding the supplies and equipment required to produce Nuka Scorched. Because the next time the Scorched come, there may not be another *Argo*.

The Legend of SUNSHINE

In times like these, people look for hope wherever they can find it. Sometimes they find religion. Sometimes they find a bottle. And sometimes they find an old wasteland story.

For years, raider gangs throughout Florida have whispered about something called the SUNSHINE Project. Nobody seems to know exactly where the story began. According to the legend, shortly before the Great War, the government established a secret facility somewhere in Florida designed to survive the destruction of the United States.

Not a Vault. Something bigger. A continuity-of-government installation intended to preserve the ability to govern Florida after nuclear war. To generations of raiders, that explanation has always meant one thing: treasure, weapons, ammunition, gold, pre-war technology. Perhaps even entire armories sealed away for more than two centuries, waiting for someone clever—or violent—enough to find them. Countless raiders have searched for SUNSHINE. Some claimed to have found clues. A few claimed to know its location. None ever proved it.

Eventually SUNSHINE became just another wasteland legend. Until now. Because the raiders are no longer the only ones looking.

Everyone wants the SUNSHINE

The New California Republic has taken the rumors seriously. If SUNSHINE truly was designed to preserve Florida's government, NCR officials believe its archives may contain maps, communication systems, power-grid controls, infrastructure records, and technology capable of reconnecting settlements scattered across the state. To the NCR, SUNSHINE could become the foundation upon which civilization in Florida is rebuilt.

The Enclave has reached a remarkably similar conclusion. Although what the Enclave considers "civilization" may be considerably different. To them, SUNSHINE may represent something even more important: surviving authority from the government of the old United States—and perhaps systems that were never intended to fall into anyone else's hands.

The Brotherhood of Steel sees another danger entirely. If SUNSHINE contains the technology the stories suggest, allowing raiders, the NCR, the Legion—or especially the Enclave—to gain unrestricted access to it would be unacceptable. Such technology must be located, secured, catalogued, and placed under the protection and governance of the Elders.

Then there is the Legion. The Bull has little interest in resurrecting the old world. But weapons, communications, infrastructure, and the ability to command the resources of Florida? Those are tools of conquest. In Legion hands, SUNSHINE would not rebuild Florida. It could help subjugate it.

And somewhere among all these great powers are the people who first carried the story across the wasteland. The raiders. They have spent generations searching for SUNSHINE. And they have absolutely no intention of letting some flag-waving army take their treasure.

WELCOME BACK TO THE FLORIDA WASTELAND

SECTION 1: WASTELAND FACTIONS

VAULT-TEC SAYS!

TRUST IS A LIMITED RESOURCE. SPEND IT CAREFULLY.

Important Wasteland Beginner's Tip: With so many factions running around... how do I know who are my allies and my enemies? How do I know who to trust? Well... you probably shouldn't fully trust anyone except your closest team-mates. While You will absolutely meet friends and allies in the wastes, but 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 may not want to shoot on sight unless a group has proven themselves to be hostile. 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)

Independent, ragged survivors in the Florida Wastes. Many risk life and limb searching for pre-war relics to sell. Others hire out to help defend their townships against raider and slaver attacks. Some find employment as guards for travelling merchants or try to seek temporary work with one of the larger factions. The wastelander role is ideal for solo players or small groups of friends who want 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)

The Sunshine Band Merchant Caravan works for having communities and the fairness of open trade. The Band established a territory of land referred to as the Sunshine State, a settled area known as a hub of trade and business for any Wastelander seeking relative safety and consistent work. The Band has routes up and down the Southeastern Seaboard. 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 development of safe settlements for 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.



New California Republic (NCR) (Public)

The 1st Expeditionary Force, “The Lost Battalion”, arrived in Florida nine years ago. An ill-advised alliance with the Red Duke went up in the flames of a popular uprising, and those troopers were swallowed by the Florida Wastes. The 2nd Expeditionary Force arrived four years ago to re-establish goodwill and were an original partner in the establishment of the Sunshine State before moving up the coast. The 2nd Military Assistance Group, “the Swamp Apes”, deployed four years ago to aid in training and support of indigenous forces and have now established an alliance with the BoS.

Alignment – Good

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

The Florida Responders

The Responders are a selfless group of volunteers seeking to bring medical assistance, engineering, and civil affairs support to settlements. While they have some combat skills, they bring a heavy skillset in medicine and technical skills. They are establishing their presence in Florida, after moving south from Appalachia. They are uniquely situated to help Florida Wastelanders against the growing threat of the Scorched, from their history of fighting the Scorched and developing a vaccine in Appalachia to counter the Scorch plague. The future of Florida may rest on their success here.

Alignment- Good

Wearing- Blue coveralls or navy-blue shirt and pants. Often with red and white accents and responder logo.



The Brotherhood of Steel (private)

The East Coast Brotherhood of Steel studied the various Central Florida factions and extended an offer to the members of the former Mercenary Guild to join the Brotherhood and reestablish a presence in Florida. The Florida Brotherhood operates semi-autonomously, pursuing BoS goals in the south-east, with occasional special operations requested from the Elder out of the Citadel in the Capital Wasteland. They seek to secure pre-war technology and bring it safely under BoS control. They are generally benevolent to wastelanders that aren't actively creating chaos and harm or who interfere with Brotherhood goals.

Alignment – Good/Neutral

Wearing – Power Armor, BoS Combat armor.



The Auroran Expeditionary Regiment (public)

The Auroran Underland (or kingdom) was founded before the bombs fell in response to the increase in martial law, fear of the socialist witch hunts and a distaste of commercialism. Formed by a wealthy, eccentric group of neo-Luddites who wanted to turn away from technology and the government to lead a quiet, and peaceful life, they grew in numbers and continued building a near self-sufficient monarchy underground. As tensions grew, they decided to reinforce their little paradise to survive a nuclear war. The doors shut and remained so for over 215 years. In 2294 the first scouts started to exit the underground

civilization in hopes to find a way to handle an increasing resource crisis.

Alignment – Good/Neutral

Wearing – Grey/ Blue. The look of the AER takes heavy inspiration from the French Army circa 1916

Nuka World on Tour (public)

Last fall, a large and colorful caravan rolled into Central Florida. Members of the travelling carnival of Nuka World on Tour set up a range of games, shows, and amusements to delight the weary wastelander. Not much is known of their true intent, although they stress that they are merely spreading the delight and joy of Nuka World across the former United States to bring back some joy and escape from the hardships of the Wasteland. It is said they have a variety of wares, diversions and even jobs to offer travelers.

Alignment – Neutral

Wearing – Orange and white jumpsuits.



Skullz (private)

The Skullz have been a familiar sight in the Florida Wastes, historically operating a small trading post on the edge of Dogtown. While a small faction, their discovery and successful maintenance of a set of power armor adds an unexpected punch from a relatively small group.

Alignment – Neutral

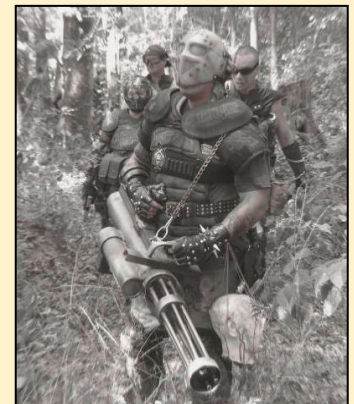
Wearing – Wasteland Survivor, Mixed Civilian and Paramilitary.

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! Consider some sort of theme or recognition color in your gear if running with a team of raiders!



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 Bunker Busters

The Bunker Busters are born from an uprising against a “pseudo-Vault” outside Tallahassee. Vault 131 had experienced construction delays and was never completed prior to the Great War. Much of the interior had been completed but the vault door was never put in place or occupied. Survivors discovered the Vault and established a large settlement over the years. Inspired by Vault-Tec literature, leaders styled themselves as “Overseers” and a rigid social hierarchy was built between those who lived in the Vault and those who lived outside. Seven years ago, a new tribe of survivors was assigned the task of surface perimeter security. Dissatisfaction with the hierarchy led the chief's son to stage a coup against the Overseer. The captured armory included significant explosives left over from the Vault construction effort.

Efforts to blow open the lower level security doors caused the Vault to collapse and brought an end to the Vault 131 settlement. The Bunker Busters moved south in hopes of recruiting like-minded desperados to scavenge and raid until they found a new new permanent home. Special Note: Bunker Buster players must have either the Explosives or Red Rocket skills and have Grenades and/or Rocket launchers among their personal weapons.

Alignment – Evil

Wearing: Black, greys or dark green attire. Improvised raider armor or black or grey riot armor painted with orange or yellow warning stripes.

The Legion (public)

It has been 14 years since the Battle of Hoover Dam and the NCR believed the Legion was scattered and destroyed following the death of Caesar. But now a group of Legionnaires have appeared in the Florida Wasteland and have begun to recruit other raider gangs to their cause. It is yet unknown if this is merely a ragged remnant of Legion survivors, refusing to let go of their old beliefs and cruel traditions, or if a new Emperor has taken up the Bull standard and is seeking to rebuild the Legion into its former power and glory.

Alignment – Evil

Wearing – Brown and crimson tunics. Crude armor built from sports pads and scraps of metal, fashioned to resemble the style of the Roman Legion.





The Enclave (private antagonist faction)

The Enclave is a direct lineage of the American military and political establishment that secured themselves safely in vaults at the onset of the Great War. Years ago, the Enclave fought a fierce battle against the Brotherhood of Steel in Crystal Springs. Both groups seemed to subsequently abandon Florida for years, until the Enclave returned with a small scouting and research team. This drew the attention of the Brotherhood of Steel to return to Florida and re-establish themselves after recruiting the former members of the Mercenary Guild to their cause. The rival military orders have kept their distance so far, but conflict is inevitable. War never changes.

Alignment – Evil (A private “NPC faction”)

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 (A private “NPC faction”)

Wearing – Wasteland rags and crude armor. Green masks/body covering or body paint.



ROLE-PLAY ZONE

To foster role-play in the Florida Wastes, we have a “role-play zone” established at the Sunshine State (Power Station). This reduces the level of violence in that area to some disagreements and random shootings and knifings through most of the day, limiting the times in which full force-on-force team battles should be happening.

There's a lot of fun things going on at this location. Cantinas serving drinks, gambling, lots of sales negotiations, missions being delivered, relics bought and sold, negotiations happening, and clandestine meetings going on. Eye-protection is still required... and violence and “gunfire” may still happen.

There may be in-character outbreaks of violence over a game of cards, a fugitive tracked down by a couple bounty-hunters, or a long-simmering vendetta... but we DON'T want to have this area perpetually under attack or see “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 this area. Players will be coming here to sell relics and buy upgrades and we want a little more protected environment for these transactions.

- 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 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.

Settlement	Attack Window #1	Attack Window #2
Sunshine State	11am to Noon	3pm to 4pm

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. 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

MEDICAL BULLETIN

WHEN HIT: DROP • CALL “HIT!” • DISPLAY RED RAG • AWAIT AID

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.



THE SCORCH PLAGUE

BIOLOGICAL HAZARD NOTICE

SCORCH CONTAMINATION PROTOCOLS ARE NOW IN EFFECT

Detectors and samplings conducted over the past year by the Responders have confirmed their fears, the Scorch Plague has broken what had been perceived as containment in Appalachia and has begun to appear in the Central Florida Wasteland. This mutagenic infection was the result of Enclave experiments on bats, which mutated from radiation and biochemical agents into Scorchbeasts, the primary carriers of the plague which devastated Appalachia after the Great War and wiped out most human life in the region. It infects humans, animals, and even some mutants. The fungal-like infectious agent is spread by airborne particles, droplets, and direct contact.

Infected individuals undergo extreme bodily changes... the skin darkens and smells like ash, lesions form across the body and the skin begins to painfully split open, green ultracite crystals begin to grow from beneath the skin. Eventually the Scorched burn out from the inside and become petrified, ash-like statues, but prior to that time they can be a major threat.

Infected begin to lose mental functions and reasoning, although they retain the ability to use weapons. They become highly aggressive and succumb to control of a hive mind controlled by the Scorchbeast Queen. The Scorched are not really zombies, but are a networked, coordinated threat aggressively attacking others to spread the disease.

In Game Rules

In the game, players will be given a headband at registration with “ultracite crystals” they should tuck in their gear and carry through the day. If a player is killed by a Scorched and an infected Scorched physically touches their body, the downed player becomes infected, dons their Scorched headband, and joins the ranks of the Scorched.

Scorch-infected players remain with the Scorched until either...

- 1) they are able to infect three other players
- 2) until they have spent one hour as a Scorched player

At that time the player may “burn out” as Scorch infected, take off their head-band and rejoin their original faction.

Scorched players should drop as casualties when shot or struck by a melee weapon as normal. They can be medic'd by other Scorched players, or else can leave the skirmish area after a few minutes bleed-out time have passed. They may move 100 yards or more from the fight, may respawn in the field, and then head off in a different direction to cause trouble instead of rejoining the fight in which they were just killed.

Players in full power armor are immune to the Scorch plague thanks to the filtration systems in the suits. Super Mutants are also unaffected by the Scorch plague, and if a Scorched player is killed and later touched by a Super Mutant, they are “destroyed” as a Scorched and may rejoin their original faction.

Scorched players may use firearms and melee weapons as normal and they are connected by an aggressive hive mind (recommend players with radios switch to the Scorched channel while infected for information on where to go for massed attacks). The physical appearance of the Scorched and their highly aggressive nature leaves no room for subterfuge. Scorched players may not “disguise” themselves to enter settlements for sneak attacks. When they spot uninfected players... they attack... or should try to gather more Scorched for a more effective attack.

Missions by the Responders, NCR, and Brotherhood of Steel will be oriented towards trying to research a cure for the Florida variant of the Scorch Plague, as well as develop traps and lures to help contain the Scorched before it grows to a point of no return. If your character has been immunized against the Scorch Plague, you will get a special mark in your Wasteland Passport noting that you are now immune to the Scorch virus and its effects.

CHARACTER PERKS AND THE WASTELAND PASSPORT

IDENTIFICATION DIRECTIVE

YOUR WASTELAND PASSPORT IS YOUR PERMANENT PERSONNEL RECORD

Every player will get a Wasteland Passport documenting the character name, faction and alignment, as well as the name and contact phone number of the player. The passport documents what initial perks the character selected. It also records and tracks character upgrades over the course of time with new perks and magazine unlocks purchased with bottlecaps in the game. You can develop your character over the course of this and future games, building up their skills and abilities until you have built a true wasteland hero or super-villain.

PLEASE remember to turn in your passport to the staff at the end of the game so we can enter your data and upgrades into a database. We'll reissue your passport at the next event. Let us hold onto them and record your data to prevent your passport and your character development from being lost.

The staff and some senior players evaluated what skills seemed unpopular or too weak in the old versions. Several perks have been combined into more comprehensive and attractive perk options; a few have been eliminated or tweaked. We are stepping away from Perk Cards and will use the Wasteland Passport to document a character's perks.

Perks are selected before the game or at onsite registration. Players may choose four (4) basic perks reflecting their character's starting skills and abilities, OR they may select two (2) basic perks and one (1) advanced perk.

Some special weapons require specific perks to be used in the game; SAWs/LMGs require Heavy Weapons, Rocket Launchers require Red Rocket and Grenades require Explosives, bows and crossbows require Archer.

BASIC PERKS (Player may choose Four Basic Perks)

Perk	Effect
Archer	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. Arrows will penetrate standard armor (not power armor)
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.
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!
Blocker	Ignore first wound from melee weapons. Yell "Blocker". One (1) minute cooldown
Boomstick	Yell "Boomstick" when firing to announce this perk. Your shotgun inflicts TWO health damage instead of one. When revived from bleed out, the target will have lost two of their health points instead of the usual one point. Requires two first aid treatments (two bandages) to revive the downed player. Your shotgun also now penetrates standard armor if shooting target within 20 feet. One (1) minute cooldown between uses.
Caravanner	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.
Covert Operative	Your melee back-attacks instantly kill, ignoring opponent's armor. Call out "assassinate". 1 minute cooldown.
Explosives	May use hand-thrown grenades in game. Required for use of grenades. You can disarm bombs and with right items may be able to build explosive devices or use them for special quest effects.
First Aid	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.
Gift of Gab	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 player must improvise and tell a story about why the favor is owed or the decision seems like a good idea at the time. Is not effective with players of opposing alignment (e.g., good versus evil). Ten (10) minute cooldown. Only available for players of GOOD alignment.

Perk	Effect
Gladiator	You may break an opponent's weapon or shield after three (3) hits. Yell "Break- three" at first contact, then count down with each successive weapon hit. On third weapon-to-weapon or shield hit yell "BROKEN". Opponent's melee weapon is out of play until repaired by a Grease Monkey.
Good Doggy	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	You may repair broken mechanical items, power armor, standard armor, and weapons by tapping them with a wrench or hammer prop for three (3) minutes. If you bring ten scrap items (half must be metal) to a merchant, you can "fabricate" an additional weapons magazine at half price. No Cooldown. May be used in support of some quest objectives.
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.
Intimidation	Your prisoners must follow your specific commands. Will not defeat the Escape Artist perk (an Advanced perk). You may also Intimidate another player and ask them a single, simple yes/no question they must answer truthfully. Ten (10) minute cooldown.
Ninja	You may throw your one-handed melee weapons a short distance, inflicting regular damage.
Picklock	Given set of codes that may be used on locks found in the game. The player will need to try the codes until finding the correct one. Please do not share codes with other players and please secure the lock again when complete to minimize chance of loss.
Power Armor Training	You can use power armor. Required for players with power armor.
Prison Purse	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. Countered by a player with Field Surgeon electing to "open the player up", but this will kill the player and send them to respawn even if they could have been healed from an injury.
Red Rocket	You may operate missile launchers and grenade launchers. Required to use a missile or grenade launcher in game.
Science	Can repair damaged high-tech items or rewire downed robots to obey your commands and/or self-destruct. Requires three minutes of tinkering. Also able to access "locked" computers in the game.
Scrapper	Gain higher price from merchant when selling "junk" items

During the game the first BASIC perk unlock is 50 caps and the price increases 50 caps for each subsequent unlock (e.g., the third Basic perk unlock costs 150 caps). The first ADVANCED perk or extra Magazine unlocks costs 100 caps and increases 100 caps for each subsequent unlock.

Advanced PERKS (Player may alternately choose TWO Basic Perks and ONE Advanced Perk)

Perk	Effect
Adrenaline	You may fight and move while bleeding out (standard 3-minute bleed out) after yelling "Adrenaline". An additional hit during this time will drop you into standard, immobile bleed out for whatever time remains. 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.

Perk	Effect
Cannibal	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. If bleeding out within 10-feet of another dead or dying player, the cannibal may crawl on the ground to the other body and ingest human flesh to revive themselves, sending the player fed upon to respawn. (alternately, cannibal groups may “drag” a bleeding out comrade to a nearby corpse and drop them there to feed. Only available for players of EVIL alignment.
Commando	You may operate full auto assault rifles and SMGs.
Doc Holiday	You can revive other players with liquor! Does not restore health to other players but this will revive them from a bleed out as if they had received a first aid treatment. Revived player must stumble around for a few minutes and act impaired. When YOU drink alcohol, you can restore 1 of your own lost health points. Stagger and act like a drunken ass for at least five minutes after using. 10-minute cooldown for either use.
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 cooldown.
Field Surgeon	Includes First Aid perk; 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. No Cooldown. Field Surgeon may also "treat" a wounded player for 3 minutes and restore one lost health point. That wounded player may remove one of their bandages and return it to IFAK. 10-minute cooldown. Field Surgeon may also counter the Prison Purse perk by announcing they are going to open the player up. Prison purse contents may be looted and the player opened up is killed and must respawn.
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.
Heavy Gunner	You may operate full auto support weapons and will have one box/drum mag approved for use at the start of the game.
Lucky Break	Your broken equipment or armor is fully repaired after combat. 1 minute cool down
Moving Target	When rolling, you don't take any damage. You may not attack while rolling.
Natural Resistance	Health +1. Ghoul players must take this Perk, but it is considered a Basic level perk for ghouls when calculating starting perks. (e.g., Natural Resistance plus 3 basic or plus 1 basic and one advanced)
Secret Agent	Stealth Boys last twice as long (six-minute timer instead of usual three minutes). 10-minute cooldown.
Thief	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	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

ECONOMIC RECOVERY NOTICE

CAPS ARE LEGAL TENDER THROUGHOUT MOST OF THE FLORIDA WASTES

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. White MGP bottle caps are worth “one cap”, and red MGP bottle caps are worth “ten caps”.

“Junk caps”, non-MGP caps to include old yellow bottle-caps, are worth a fraction of MGP cap value. It’s left up to merchants, but most rarely give more than a 10-junk cap to 1-MGP cap exchange value

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 NCR issues its own paper currency that may be accepted by some merchants, but the exchange rate may vary.

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

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.

Magazine Unlocks

Players start with one "unlocked" mid-cap magazine for their assault rifle or SMG. Heavy Weapon gunners will have one "unlocked" drum or box magazine. Players are allowed to start with one "unlocked" extended magazine for a handgun. Multiple standard-size handgun magazines, shot shells, and internally seated sniper rifle magazines may be carried and used without needing to be unlocked.

Bring magazines to be unlocked to registration. They will be tagged with a high-visibility band that can be easily seen by other players. You may carry loaded and locked magazines in your pouches, but only unlocked magazines may be used in combat. During the game, you may visit some merchants and spend caps to unlock additional magazines and increase your personal firepower. Unlocked mags can be reloaded in the field, but only unlocked mags can be used in your weapon.

Help us regulate this for watching for players on the field with magazines in their weapon without the proper colored band. Remind them of the restriction, and feel free to advise an admin so we can watch for compliance.

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.

Grenades

Grenades have an area of effect damage-radius of 10 to 15 feet from the grenade. If the grenade throws out a spray of BBs, a hit by a BB outside the radius is a valid hit. Thunder-B grenades are commonly used in game. 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 "Explosives" 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 17.5. Sorry to disappoint players looking to nuke everything, but it got out of hand for awhile.



Stim-pack

Stim-packs revive wounded players bleeding out. They function like a First Aid Treatment. They do not restore the lost health point and count as one First Aid application toward going to respawn, however a character does NOT need the First Aid still to apply a Stim Pack and they may be self-administered.

Stim-packs are available from some merchants and use a specially designed “needle” designed to break off against the player’s body when used. Since the tips are fragile, it’s best to leave the needle screwed

inside the body of the stim-pack until you need to use it. Then unscrew the needle, reverse so the tip is exposed and screw in back in with the needle extended to prepare it for use. Stim-pack refills (additional needles) may be purchased from some merchants. Chemists may also “craft” stim-pack refills by bringing the right chemicals to a merchant and trading them for new needles.

Mentats

Mentats boost a player's intelligence for a brief period. 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, like 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, 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.

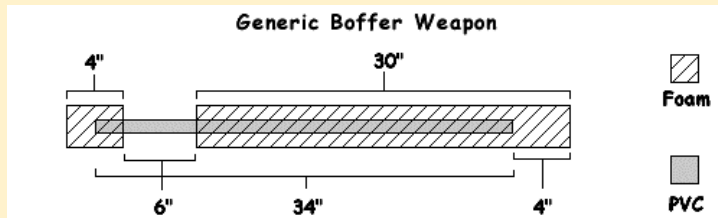
Boffer Weapons

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 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.

Stealth Boys

There will be a limited number of "Stealth Boy" props on the field; advanced pre-war military tech that curves light around the user and makes them virtually invisible for a limited period. These may be available from some merchants or a reward for select adventures. They should be worn on the body or gear.

To "activate", pull out the concealed plastic poncho and pull it on. Set the small digital time inside the Stealth Boy for three minutes (the maximum amount of time for standard use, however the "Secret Agent" advanced perk allows the user to set the time for six minutes instead of three). Players on the field are asked to ignore a player while they are wearing the plastic poncho. Don't engage them, pretend they aren't there, and we ask you to continue any discussions or conversations as if you could not see the Stealth Boy user, as they may be using it to try to collect intelligence. If a Stealth Boy user attacks another player, the stealth field drops and they become visible. Pull the poncho off and resolve combat (you can repack it into the Stealth Boy later).



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

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 actual armor surface (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.

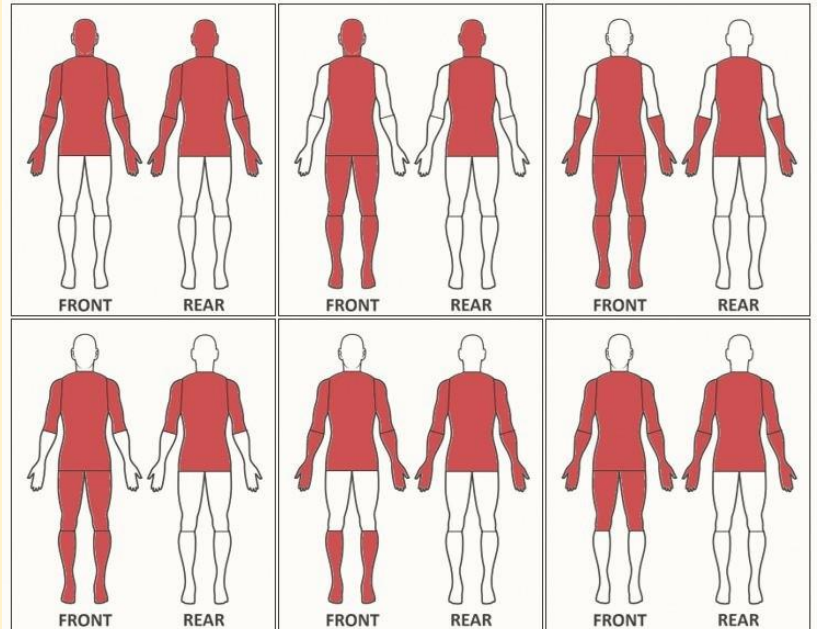
Armor on the field is an advantage, but protection capable of stopping gunfire is **HEAVY**. A player is allowed to only put armor on up to 60% of their body. At least 40% of the body must remain exposed.

How much is 60%...

consult the graphic on the right 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.

If your armor currently covers **MORE** than shown on one of the images in the chart, please remove armor from some areas of your body to keep 40% or more exposed.



Power Armor

Power Armor is 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, 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 “Grognaak” strike by a player with the Barbarian perk will not penetrate the new classification of power armor, but a Grognaak 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.



Super 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 capture and hold terrain, but just are a tornado of chaos that periodically crosses the field.

Mutant resilience may also appear with some special NPC beasts such as Yao-Guai, Mirelurks, Gatorclaws, etc. They may not have kill plates, but just require a lot of fire-power or special items to take them down.

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.

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 homestead settlements may respawn there**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.



Ghouls

Players interested in portraying Ghoul characters must, as a minimum, use make-up to blacken their noses and streak and shade their faces with brown or grey. Zombie masks or half-face masks are also acceptable. Ghouls are more resilient than humans due to the radiation-based alterations to their bodies.

Ghoul characters must select “Natural Resistance” as a starting perk to increase their health by +1 (the number of times a character can be medically treated before respawn). Ghoul players count Natural Resistance as a basic perk instead of an advanced one, so they may select another three basic or one basic and one advanced perk in addition to Natural Resistance when selecting starting perks.

Reporting Onsite

When reporting to the registration table, be sure you have already completed the online waivers at:

<https://waiver.smartwaiver.com/v/2026to2027>

Bring magazines needed to be unlocked with you to registration and if it is your first time or you are creating a new Wasteland Passport, try to know what perks you want to select before reaching the table to help things flow faster!

Chrono Procedures

Weapons will be chronographed with .32 gram BBs.

Rifleman/Shotgunner -1.55J with .32 BBs

- No Minimum Engagement Distance.
- Semi-Automatic fire only.
- Mid-Caps / Shotshells Only (Does Not include launchers with Shower Shells)
- DMR/SPR Rifles – 1.86J with .32 BBs
 - 50ft. Minimum Engagement Distance.
 - Semi-Automatic fire only.
 - Mid-Caps Only.
 - Mandatory sidearm/backup weapon .
 - No Indoor/Room to Room Engagement.
 - Mandatory Magnified Sight/Scope.
 - Mandatory sidearm/backup weapon.
- LMG/SAW – 1.86J with .32 BB
 - 50ft Minimum Engagement Distance.
 - Box Magazines allowed
 - Mandatory sidearm/backup weapon.
 - Must be equivalent to real SAW (If you are unsure, please ask).
 - No Indoor/Room to Room Engagement.

- Bolt Action Sniper Rifles - 3.6J with .32 BB
 - 100ft Minimum Engagement Distance.
 - Bolt Action only.
 - Mandatory sidearm/backup weapon.
 - No Indoor/Room to Room Engagement.
 - Mandatory Magnified Scope.
- Pistols/Sidearms – 1.55J with .32 BB, Semi only
 - No Minimum Engagement Distance.
 - No drum magazines.
 - If HPA-tapped, it counts as Rifleman and must abide by those rules.

COMMUNICATIONS

Radio Channels for FRS and UHF Radios

Radio Net	FRS Channel	UHF Freq	Radio Net	FRS Channel	UHF Freq
Unassigned / Open Use	1	462.562	New California Republic	8	467.562
Unassigned / Open Use	2	462.587	Sunshine Band	9	467.587
Enclave	3	462.612	Responders	10	467.612
Nuka World on Tour	4	462.637	Brotherhood of Steel	11	462.637
Auroran Regiment	5	462.662	Ravagers of the Silver Cove	12	462.662
Legion	6	462.687	MGP Admin Net	13	467.687
Bunker Busters	7	462.712			

A frequency is a measured radio wavelength, while channels are short-hand numbers arbitrarily assigned to a frequency by manufacturers. FRS radios are pre-programmed to a set of Federal Reserve System (FRS) frequencies specifically set aside for low-power, civilian radio chatter. Many programmable radios made overseas, such as BaoFengs, come with programmed frequencies which have been assigned channel numbers by their manufacturer. There is no guarantee, however, that the channel not sold as a dedicated FRS/GMRS radio will have the same programmed configuration as an FRS radio. An out of the box BaoFeng on “BaoFeng channel 3” is on a different frequency than FRS channel 3!

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.

TIMELINE

Friday, November 20

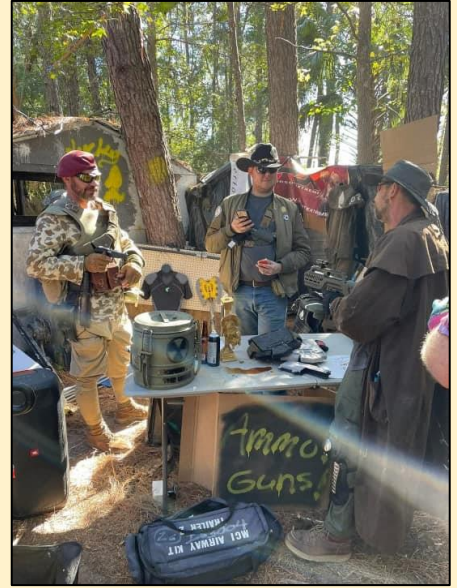
- 3:00pm-7:00pm – Early Onsite Check-in available (get ahead of the rush Saturday!)

Saturday, November 21

- 7am - Gates open.
- 7:30am – Chrono and Registration desk open.
- 8:45am - Estimated first safety briefing, followed 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 – 6:00pm - Anticipated end of Saturday day-time play

Sunday, November 22

- 8:30am – Rally for any daily / safety updates
- 9:00am – Sunday play begins
- 1:30pm to 2:30pm – Lunch window (players leave field to eat on their own... no actual halt to game-play)
- 4:00pm – Anticipated end of Sunday play / End of Event



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.***

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. Wayne's World of Paintball, 4841 S. Pine Street

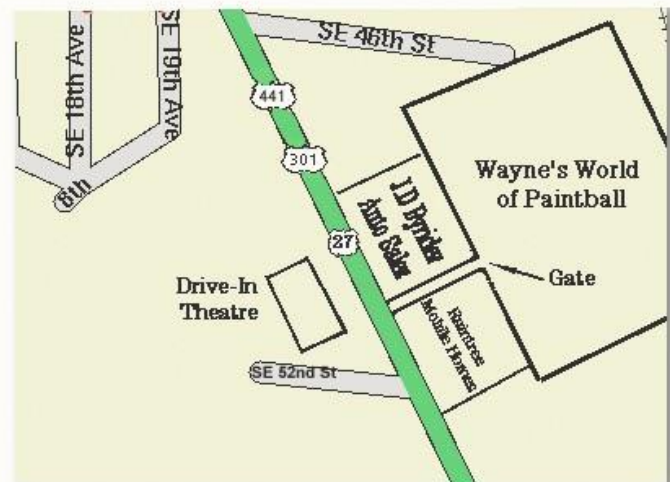
Ocala, Florida 34480

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.





MINDGAME PRODUCTIONS 2026 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

- All weapons must be Chronographed before the event, no exceptions.
- Chronographed weapons will meet certain weapon classifications, and will follow the rules of engagement for that classification, no exceptions.
- No Blind Firing.
- A ‘Bangout’ Rule is a courtesy, if able to safely do so, please do so. If unable, use common sense and refrain from close quarters head or face shots that may injure a player.
- Refrain from overshooting in CQB environments.
- SAW/LMG, DMR, and Sniper weapons must use sidearm/backup for close-range engagements.
- Mid Cap Magazines for all weapon classifications other than LMG and SMG Weapons.
- HPA powered replicas must have a functional tournament lock for their regulators, if not, they cannot be used.
- All weapons must have trigger guards.
- No Crack/Slit Shooting, your weapon must comfortably fit through whatever position you are firing from.
- Rifleman/Shotgunner -1.55J with .32 BBs
 - No Minimum Engagement Distance.
 - Semi-Automatic fire only.
 - Mid-Caps / Shotshells Only (Does Not include launchers with Shower Shells)
- DMR/SPR Rifles – 1.86J with .32 BBs
 - 50ft. Minimum Engagement Distance.
 - Semi-Automatic fire only.
 - Mid-Caps Only.
 - Mandatory sidearm/backup weapon .
 - No Indoor/Room to Room Engagement.
 - Mandatory Magnified Sight/Scope.
 - Mandatory sidearm/backup weapon.

- LMG/SAW – 1.86J with .32 BB
 - 50ft Minimum Engagement Distance.
 - Box Magazines allowed
 - Mandatory sidearm/backup weapon.
 - Must be equivalent to real SAW (If you are unsure, please ask).
 - No Indoor/Room to Room Engagement.
- Bolt Action Sniper Rifles - 3.6J with .32 BB
 - 100ft Minimum Engagement Distance.
 - Bolt Action only.
 - Mandatory sidearm/backup weapon.
 - No Indoor/Room to Room Engagement.
 - Mandatory Magnified Scope.
- Pistols/Sidearms – 1.55J with .32 BB, Semi only
 - No Minimum Engagement Distance.
 - No drum magazines.
 - If HPA-tapped, it counts as Rifleman and must abide by those rules.
- 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)

Grenade/Launcher Rules

- Cold-Burn Pyro ONLY.
- Don't throw smoke into buildings.
- Fragmentation and sound grenades have a 10-foot kill radius. If you are using a fragmentation/BB showering grenade, any frag hits count.
- Indoor grenade detonations within enclosed rooms eliminate any players within.
- Shower Shells, outdoor use only.
- Do not use AT Rounds on players from launchers (exception Nerf rounds against power armor)
- Launchers never count as any other weapons other than launchers, even when firing shower shells.
- Buckshot/Shower Shells permitted, outdoors only.

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.