

# WASTELAND

## POSTAPOCALYPSE



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# 1.0 Introduction to the Waste

**1.1 World Setting:** The world as we know it is no more, millenniums in the future nuclear and chemical warfare have turned earth into a desolate Wasteland. Survival is tough in a world full of danger, odd remnants of old technology, and mysterious energies. Strange peoples and creatures exist, products of radioactive and chemical mutation, while the human race struggles against extinction.

**1.2 Game Premise:** Join one of 3 Factions to compete in earning Victory points (called Renown) and be declared the rulers of the Waste. Roleplay a character within your unique Faction and culture, working together with your team to defend and grow your hometown. Gather Resources hidden throughout the game zone to purchase town upgrades, make or break alliances with other Factions, take a break at your Tavern, and battle NPC monsters and other players using a combination of foam weapons and Nerf blasters.

## 2.0 Game Terms

Below is some common terminology you will find useful for the game.

**2.1 OOC:** OOC stands for Out of Character. In our game we will represent being out of character by making a fist and putting it on top of your head. People that are OOC cannot be seen or interacted with in game. This may be used when dead in game or to communicate necessary out of game information. You may also see signs which contain OOC information or notices.

**2.2 STOP THE GAME:** When someone is hurt, when you feel unsafe, when you dropped your glasses, call STOP THE GAME and everyone must freeze where they are until the problem is dealt with. Call GAME ON when play is to be resumed.

**2.3 In-Game:** this is a term used to describe any and all items or effects that are of the game. These include items that can be found or created such as Relics, Tools, Resources, and special weapons. These items can be stolen and traded freely. With the exception of Resources, all in-game items will have some type of tag or sticker identifying them.

**2.4 Player Items:** A term used to describe any weapons, items, and costuming brought in by players. These items cannot be stolen or looted and you may not use another player's weapons without permission. We strongly recommend labeling your own player items.

**2.5 NPCs:** Standing for non-player characters, an NPC is a volunteer playing a specific role meant to enhance the game such as a quest giver or monster. Players are to respect NPCs and listen to all rules calls made by them.

**2.6 Tavern Keep:** A tavern keep is a Faction specific NPC that will work with your team. They are a source of both in-game and OOC information and can help answer rules questions. Tavern keeps will also run in-game shops where you can purchase items and give out both quests for earning Renown and jobs for earning Caps.

**2.7 Ceasefire:** a period of the game during which combat, Resource gathering, and collecting of any game items is not allowed. During ceasefires players should remain in their Factions town.

Ex. The first 45-60 minutes of the game is typically a ceasefire so Factions can perform their leadership selection ceremony (details in our Factions Rulebook), strategize, and get set up in their town. Another ceasefire is typically held during supper.

**2.8 Roleplay:** acting out your character and their actions within the game world. This might include talking as your character, rallying with your Faction, faking injuries or swinging a fake pickaxe at a rock and imagining you are actually mining.

**2.9 Stats:** There are 4 in-game stats which represent your base character abilities

- **Hitpoints** - how much damage you can take before becoming incapacitated
- **Energy** - how often your character can use their special abilities
- **Melee** - how much damage you can deal with melee weapons such as swords, axes or spears
- **Ranged** - how much damage you can deal with ranged, projectile weapons such as foam blasters, throwing daggers, or bows

## 3.0 Renown

**3.1** The goal of the Wastes is for your Faction to earn the most 'Victory' points, known as Renown, by the end of the game. The Faction with the most Renown will be declared the **Rulers of the Waste**.

**3.2** Renown is earned through several different methods, which may vary in each iteration of the game, but generally the following are ways Factions can earn Renown:

- **Town Decoration:** Decor, structures, music, etc., brought by players to give their towns more aesthetic and atmosphere (see section Section 6.8 for more info).
- **Flag Stealing:** Flags can be stolen from another Factions town through stealth or force, and are worth Renown when brought back to your town center. A Faction may only take 1 flag each per "raid" (see section 8.3 for more info).
- **Relics:** Rare vestiges of a time long past, these are special Faction specific in-game items hidden throughout the Wastes. (see Section 7.6 for more)

- **Town Upgrades:** Factions will earn Renown for the upgrades they purchased using Resources (see Section 7.4 for more)
- **Quests:** Completing quests from your Town Center (or possibly those you find in the Wastes)
- **Thunderdome:** Winning competitions in the Thunderdome
- **Exploration:** Discovering and labeling locales on the Town map.
- **Spawn Flags and Resources:** Every spawn flag a Faction loots from an opposing Faction member, or any spare Resources held at the end of the game, are worth 1 Renown each.

**3.3** At the end of the game, it is the responsibility of your Faction Leader and Tavern Keep to accurately calculate your Faction's Renown.

## 4.0 Factions

### 4.1 Faction Basics

**4.1.0** Frontier Wasteland is a Team based game and all content is geared towards players working together with their team, referred to as Factions. Going rogue or working against your Faction is generally frowned upon and will result in in-game consequences like not having access to your respawn point or Faction upgrades. More information on each Faction can be found in our **Faction Rulebook**.

**4.1.1** The land consists of 3 major Factions which players must choose from when purchasing their tickets. Each Faction has a color associated with them.

**4.1.2 Salvagers (Green)**, scavengers (but don't you dare call them that) and engineers, rebuilding from the Wastes. While Bone Raiders rely on their strength and Cliff Runners on tradition, the Salvagers have risen to the top through scientific advancement. Goggles, gloves, oil stains, and trinkets from a bygone era all mark the dress of a Salvager.

**4.1.3 Cliff Runners (Blue)**, mysterious and nibble hill dwellers with strange powers, working together to ascend. Known for wearing scarves and earthy toned clothing with loose middle-eastern inspiration, and for the blue markings they draw on their bodies.

**4.1.4 Bone Raiders (Red)**, brutal warriors who respect only strength, they prey on those foolish enough to enter their territory and frequently venture forth to raid the other Factions. Typically clothed in rugged attire and armor made of anything from leather and bones, to tires and scrap metal.

**4.1.5 Defecting:** Some rare mechanics exist, and may or may not be present in each game, that could allow a player to defect to a different Faction through roleplay. These methods can be discovered in game.

## 4.2 Faction Classes

**4.2.1** Within each Faction, players can choose to play as 1 of 3 distinct player classes, generally selecting from a fighter, a healer, or a versatile class. This choice is made at sign-in and remains your class throughout the game.

**4.2.2** Each class has unique starting stats and a special ability unique to their class. Players **MUST** call out these abilities verbally when using them. It is your responsibility to understand your class abilities.

**4.2.3** The full list of classes and their stats can be found in the **Factions rulebook**.

**NOTE: We strongly recommend choosing your class before the game, as representing your class in your costuming affects your costuming bonus.**

## 5.0 Faction Towns

**5.1** Each Faction has their own central town. **Providence**, the home of the Salvagers, **Tarhol** the home of the Cliff Runners, and **SkulRack** the home of the Bone Raiders.

**5.2** Towns are composed of a Town Center, Tavern, Walls, Flag Stations, and any Tents and decorations that players bring. There will also be a Graveyard just outside of town that acts as a respawn point.

**5.3 The Town center:** the heart of each town. This is where you will find important information such as Quests and available Town Upgrades which will boost your Faction's stats and respawn speeds.

**5.4 OOC Bins:** There will be an OOC bin at each town center for spent Resources where they should be deposited once used, removing them from game.

**5.4.1 Note:** These bins are not to be used as storage for player items or in-game items.

**5.4.2 Note:** Nothing can be looted from any of the OOC town center bins.

**5.5 Tavern:** The Tavern is the abode of your Factions Tavern Keep, an Faction NPC who will help your Faction with strategy, rules questions, and from whom you can purchase in-game items.

**5.5.1 Behind the Bar of a Tavern is a OOC Zone**, meaning as a player you should not go there or store in-game items there such as Resources.

**5.5.2 You may not steal items from Tavern Keeps** including dishes and props, Stat upgrade stickers, and stock of Caps or Purchasable items. This would be game breaking.

**5.6 Walls:** Protecting your town and marking its perimeter. Many walls will already be in place and in some games players may be able to set up additional walls.

**5.6.1** Towns must always have at least 2 entrances, one that is 3m wide and one that is 2m wide.

**5.6.2** Players cannot attack between, through, or underneath walls. They CAN however, attack overtop of them.

**5.6.3** Players may not climb over, under, or between wall sections nor may they move them once put in place except with special items that say they can.

**6.7 Flags Stations:** Each town will have 4 “flag station” structures with small flags in them. These flags can be stolen by other Factions to earn Renown. Each Faction will also have extra flags and must replace stolen flags immediately.

**6.7.1 Note:** Only your own Factions flags can be flying within a town, you cannot steal and re-purpose another Factions flag.

**5.8 Raiding:** A raid is defined as an attack on another Faction’s home town, separated by at least 5 minutes from the last raid, typically done in an attempt to steal Flags worth Renown.

**5.8.1** Only 1 Flag may be stolen from a Faction's town, per opposing Faction, per raid. IE. If two Factions work together to raid a third Faction, they may **each** steal a flag.

**5.8.2** Raids may be done by any number of players including as few as 1.

**5.8.3** A raid does not need to be an outright attack, it could instead be infiltrating a Faction’s town under the pretense of civility.

## 6.0 Player Items:

**6.0.1** A term used to describe any weapons, items, and costuming brought in by players. These items cannot be stolen or looted and you may not use another player's weapons without permission.

**6.0.2** The following section details the restrictions and recommendations for player items.

**6.0.3** We highly recommend you label all personal items that you bring into the game. We will make no attempt to return unlabeled items.

## 6.2 Costumes

**6.2** Costuming is a very important part of immersion and improves the overall quality of the game, and for this reason it has been incentivized.

**6.3** At the start of the game all players will be given 1-3 costume points based on the effort they have put into their outfits. These points can then be used to upgrade any of their starting stats.

**6.4** Players are expected to costume themselves in accordance with their Faction as well as their Class. It should be obvious upon first glance which group you belong to. You

should refer to the **Factions rulebook** and the sample pictures for a better idea of how your Faction looks.

**6.5** Graphic t-shirts and clothes with visible logos are not considered acceptable attire for this game unless they are cleverly and convincingly worked into a costume.

**6.6** If you have any questions about specific types of clothing please message our facebook page or email us at [info@frontierevents.ca](mailto:info@frontierevents.ca)

#### 6.7 Costume Rating Guide

1 Point	2 Points	3 Points
Effort was made but costume does not fully match the player's Faction and Class	Costume fully meets requirements and easily identifies a player's Faction and Class	Costume goes above and beyond basic requirements

## 6.3 Practical Gear

**6.3.1** Players are highly encouraged to bring the following items with them into the game:

**6.3.2 Bags/packs:** To carry all your equipment and any in-game items you may find. It is strongly encouraged that you have some sort of bag.

**6.3.3 Time telling device:** a digital or analog watch. Cell phones are allowed, especially if worked into your costume. However, phone calls and text messages do not work in the Wastes, and communicating in-game information via them is considered cheating.

**6.3.4 Water bottle:** Water skins and flasks are also good. Staying hydrated is very important in a long game.

**6.3.5 Sunscreen/Bug Spray/Good Footwear:** To protect you from nature as this is a fully outdoor event.

**6.3.6 Tools:** A variety of Tools can be brought into the game as either props or to work on small crafts during game. These items may not be used to modify game props or any large plant-life, only a player's personal items. Ex. a player may bring in a screwdriver as a prop for their Salvager character, to use as a prop when healing an Enforcer, but they are not allowed to use it to remove the hinges on a locked chest that holds in-game loot.

**6.3.7 Radios:** Which can be used to communicate with Factionmates or listen in to rival Faction communications.

**6.3.8 Flashlights & Lanterns:** Battery powered items (no flames) to help you see as the light wanes. **IMPORTANT NOTE:** players are to avoid shining their lights directly in others eyes as



this can destroy night vision, temporarily blind others, and create unsafe situations especially in combat.

## 6.4 Items with In-game Effects

**6.4.1** Players are allowed to bring in the following non-weapon items that will have mechanical effects in game:

**6.4.2 Gas Mask:** Provides protection from Toxic storms and Toxic Zones, preventing them from killing your character.

**6.4.2.1 Examples of valid gas masks include:** Real gas masks, Paintball/Airsoft Masks, Helmets that cover the entire face, N95 masks with vents

**6.4.2.2 Examples of items that do not count as gas masks:** Basic face masks, bandanas, scarves

**6.4.3 Goggles** - which provide protection from Sandstorms

**6.4.3.1 Examples of valid goggles include:** Swim Goggles, SteamPunk Goggles, Safety Glasses, Ski Goggles

**6.4.3.2 Examples of items that do not count as goggles:** Eye Glasses, Sunglasses

## 6.5 Weaponry

**6.5.1 Weapons:** Players of any class can bring in as many Foam dart Blasters (Nerf or similar knock-offs) and foam weapons as they like, provided they meet the safety requirements on our website ([www.frontierevents.ca/safety](http://www.frontierevents.ca/safety)). Note: the weapons you bring in do not affect your damage output, that is dictated through your in-game stats.

**6.5.2 Ammo:** Players may bring in a maximum of 24 foam darts or 12 arrows (NOT both). These are re-usable after being fired by anyone who picks them up. To bring in ammo, a player must also bring in a weapon capable of firing it (to avoid simply passing off ammo to allies).

**6.5.3 Packets:** Some abilities (particularly those of the Cliff Runner Benders) require packets. Packets are small pouches made of cloth and filled with bird seed (**with NO sunflower seeds**), similar to a hacky-sack. Players must provide their own packets. These do not count as ammunition and are reusable if picked up.

## 6.6 Food

6.6.1 Supper is included in the ticket price. **If you have any allergies or special dietary needs please contact us at [info@frontierevents.ca](mailto:info@frontierevents.ca) in advance of the game.**

6.6.2 Players are highly encouraged to bring plenty of water to stay hydrated in the Waste. Bringing your own lunch and snacks is highly encouraged. Snacks have historically been one

of the most powerful bargaining tools in the game, and if themed and shared at your Tavern, can add to your town's decor Renown.

## 6.7 Prohibited Items

**6.7.1 Real World Weapons:** players may not bring in any item that would be considered a real-world weapon, including tools such as knives and hatchets.

**6.7.2 Flames and Explosives:** Any form of real world explosive that generates a spark or flame including lighters, fireworks, firecrackers. No fire in the game zone.

**6.7.3 Prop Grenades:** players are not allowed to bring any type of prop fake grenades or explosives into the Wastes, though these may be found in game.

**6.7.4 Smoke Grenades:** are not allowed in game as we use flameless smoke grenades for a variety of different in-game effects.

**6.7.5 Alternative Replica Weapons:** Such as paintball markers, Airsoft guns, training swords etc. are prohibited. This is strictly a foam dart blaster and foam weapon game.

**6.7.6** Please review our Safety Manual for more specifics about safe and unsafe items [www.frontierevents.ca/safety](http://www.frontierevents.ca/safety)

## 6.8 Decorations

**6.8.1** Players are encouraged to bring items to add to the atmosphere and feel of their town. Examples include

- Tents/Pavilions/Canopies - to provide shelter and make the town appear lived in
- Posters/Flyers - to promote your Factions culture and ideals
- Tarps, Fabrics, Netting etc - to decorate your towns walls and structures
- Music - bluetooth speakers or real instruments to play Faction appropriate music
- Lighting - any type of battery powered lights that will add to your Factions vibe
- Cultural snacks and drink to share - creating a welcoming environment

**6.8.2** Bonus Renown will be awarded to Factions for decoration and additions to their Factions atmosphere

**6.8.3** Decoration Renown Point Guide

15 Renown Points	30 Renown Points	45 Renown Points
Some minimal effort was made to decorate	The town looks and feels full and lively	You've blown us away!

**6.8.3** Players need not arrive early to set up these items as it will be done in-game after the official game starts (generally during the starting Ceasefire)

## 6.9 Personal Tents

**6.9.1** A personal tent is one brought in by a player that is enclosed on all sides and has a doorway. Open canopies do not count as personal tents for the rules below.

**6.9.2** Tents are people's personal property, **you cannot enter or take anything from anyone's personal tent without the owner's explicit permission.**

**6.9.3** Players cannot be killed, take damage, or inflict damage in-game, while inside a personal tent. If your town is under attack and you retreat to your tent you are safe from harm but you also cannot attack from your tent. You have chosen to hide and may remain there until the aggressors leave, are defeated, or you get bored of hiding.

**6.9.4** Because of the above limitations, **no in-game items can be stored in personal tents.** If you believe a player is hiding in-game items in their personal tent please notify game staff.

## 7.0 In-Game Items

**7.0.1** This is a term used to describe any and all items that can be found or created in game such as Relics, Tools, Resources, single use items, and special weapons. These items can be stolen, looted, and traded freely and, with the exception of Resources, will be marked with a sticker or item card.

**7.0.2** In-game items may be buried or otherwise hidden in the terrain or on one's person but they may NOT be locked up in any way or stored inside players personal tents where opposing players cannot access them.

### 7.1 Equipment Ring & Stat Card

**7.1.1** Upon completing sign-in all players will be supplied an **Equipment ring**. This is a ring that must be clipped to their belt or other easily accessible clothing item.

**7.1.2** This equipment ring functions like your equipment slots in conventional video games and should hold the following items

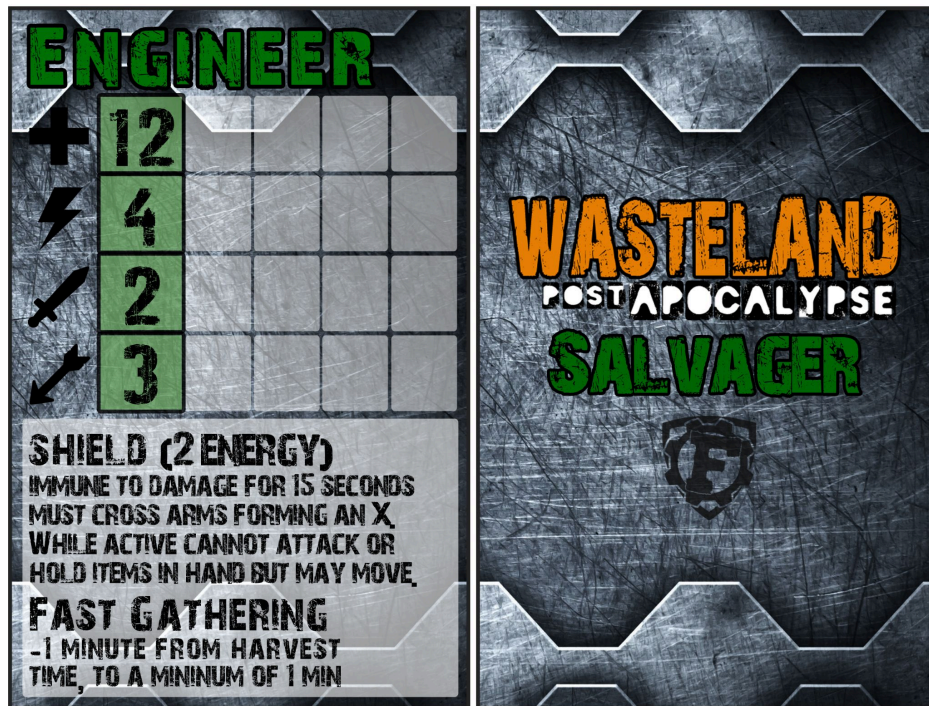
- Your Class stat card (provided at start of game)
- Your Spawn flag (obtained from your town graveyard, see section 12.0 on respawning for more info)
- Any 'equipable' item cards you wish to use (see section 7.0 In Game Items for more info)

**7.1.3** You must keep your **Class stat card** on your Equipment Ring at all times during the game. This card will contain all their class stats for easy reference and when you receive stat upgrades they will be marked by placing a sticker on this card.

**7.1.4** When outside of active combat any player may ask OOC to see another's Class stat card as proof of their in-game abilities and you must then show it to them OOC.

**7.1.5** If you lose your **Class Stat Card** or **Equipment Ring** your Faction's Tavern Keep will be able to supply you with a new one- *but your Stat upgrades will be reset*. Try to close the rings securely as to not lose them in the Wastes

**7.1.6** Example of Class Stat Card



## 7.2 Item Cards

**7.2.1** Item cards are paper cards that represent in-game items such as rare weapons, animal trophies, and diseases.

**7.2.2** Item cards can be obtained by interacting with or killing NPCs, searching loot crates and vaults, looting dead players, or stealing them from living players.

**7.2.3** Some item cards are attached to props and others are simply a card.

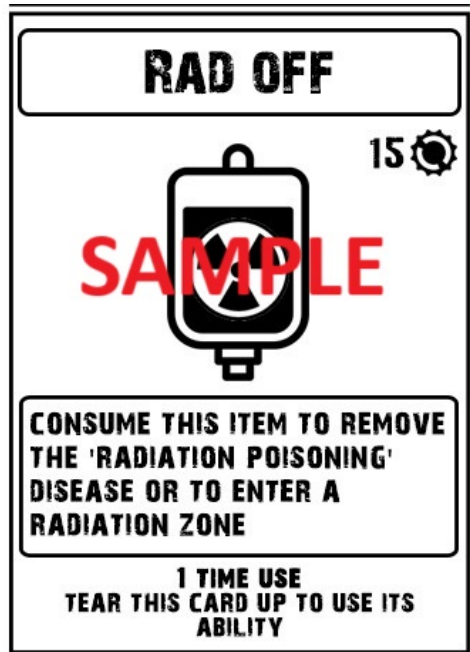
**7.2.4 Equippable Item Cards** such as a +1 weapon or Diseases **must** be put on your Equipment slot to be active and grant you their stated bonus or detriment.

**7.2.5** You may only equip 1 of each type of beneficial item on your Equipment Ring. For example, you could have a +2 bladed weapon, +4 armor, and a +1 handheld gun card equipped at the same time, but not a +2 bladed weapon and +1 bladed weapon.

**7.2.6** You may be compelled to equip multiple negative items on your Equipment Ring such as Diseases.

**7.2.7 Single use Items** are Item Cards that can only be used once. To use this item **you must actively tear the card in half and state aloud the name of the card**. It CANNOT be used if it is simply sitting in your pocket.

**7.2.8 Example of Item Card**



## 7.3 Tools:

**7.3.1** Tools are wooden props used to harvest Resources.

**7.3.2** A Tool is NEVER to be used as a weapon, including to block blows.

**7.3.3** Each Faction will start with 1 of each type of Tool and can purchase more at their Tavern.

**7.3.4** In order to harvest a Resource you MUST have a Tool, and using the correct Tool will reduce the harvesting time by 2 minutes (or 3 minutes if using an upgraded Tool).

**7.3.5** You may harvest from a Resource using an incorrect Tool, but it will require the full 5 minutes.

**7.3.6** There are 5 different types of Tools

**Hammers:** for gathering metal scrap

**Pickaxes:** for gathering gold and stone

**Axes:** for gathering wood

**Scythes:** for gathering food  
**Hand Drills:** for gathering oil

## 7.4 Resources

**7.4.1** Resources are valuable objects that can be collected from Resource nodes using Tools.

**7.4.2** Resources are used to purchase **Upgrades** at your town center. Examples of upgrades include

- Melee Proficiency (increases all Faction members melee damage by +1)
- Ranged Proficiency (increases all Faction members ranged damage by +1)
- Population Increase (increases the speed at which your Faction members respawn at your home graveyard)

**7.4.3** Resource nodes can be found throughout the Wasteland in logical zones (wood Resources will be found near trees etc). They will be marked by a wooden sign post with a timer and pile of Resources.

**7.4.4** Gathering a Resource requires holding a Tool in hand and roleplaying use of it within 1 meter of the Resource center. The player must do this for the entire harvesting time.

**7.4.5** Players will use the provided timer to track the time, once up, they gain **1** piece of that Resource and may continue to harvest until all the Resources from that Resource node are gone.

**7.4.6** Each Resource node has a 'correct' gathering Tool which, when used, decreases the harvesting time required to gather that Resource. You may harvest a Resource with any Tool, but it will not decrease the harvesting time unless it is the 'correct' Tool.

**7.4.7** Once gathered a Resource is now in-game and can be stolen, looted, traded, or spent at a town center.

**7.4.8** If at any time you leave, attack, or are attacked during the Resource gathering process you must start again.

**7.4.9** Multiple players may gather from a Resource center at the same time provided they each have their own Tool.

**7.4.10 Note:** removal of Resources from a Resource center is based on the honor system, anyone caught removing Resources without using the correct in-game methods will be removed from the game.

**7.4.11** There are 6 different Resources in our game

**Stone:** found in rocky areas, correct Tool: pickaxe

**Wood:** found in treed areas, correct Tool: axe

**Food:** found in grassy areas, correct Tool: scythe



**Metal:** found near scrap metal, correct Tool: hammer  
**Oil:** found in sandy areas, correct Tool: drill  
**Gold:** found in hilly areas, correct Tool: pickaxe

## 7.5 Currency

**7.5.1** In-game currency is known as Caps and will be represented by bottle caps.

**7.5.2** Caps can be used to purchase items from your Faction's Tavern such as Tools, Single use Items, and +1 Weaponry. Your Tavern Keep will have a full list of Purchasable items.

**7.5.3** As with any in-game item, caps can be stolen from killed players, or looted if found in towns.

**7.5.4** Players may earn more caps by taking jobs from the Tavern keeps, or find caps in hidden loot boxes.

**7.5.5** Caps may also be obtained by selling items to your Tavern Keep. These could be in-game items you don't want, or lost and found items you found in the Waste.

**7.5.6** Players may not bring in their own bottle caps.

## 7.6 Relics:

**7.6.1** Vestiges of an age long past, Relics are rare and unique items which can be found hidden throughout the Waste. Each Faction will be provided clues on how to find their Faction specific Relics.

**7.6.2** Relics are worth Renown ONLY for the Faction they belong to, but any Faction can find and take a Relic if they are able to.

## 7.7 Loot Crates & Vaults

**7.7.1** Loot crates are cases hidden throughout the Waste. Our classic loot crates are green military ammo cases, but Loot Crates may take other forms as well. They can contain a wide variety of loot such as single use item cards, +weapons or armor item cards, Caps, nerf darts, and much more.

**7.7.2** Some loot crates may be locked, requiring special mechanics to open them.

**7.7.3** When found and looted, the Loot crate container should be returned to a Tavern Keep.

**7.7.4** If a loot crate is locked, players are not to tamper with the mechanics of the lock. If we lock an in game item we have provided a way to open the lock, typically through puzzles or hidden keys.

**7.7.5** Vaults are a special type of loot crate that require extra effort to open. Vaults contain extremely valuable loot which will vary from game to game.

**7.7.6** Like with Loot Crates- locks, hinges, and other mechanics on vaults should not be tampered with in an effort to bypass them.

## 8.0 Combat

### 8.1 Basics

**8.1.0 Weapons:** For this game we will be using Foam dart blasters and foam weapons to engage in live action combat.

- **8.1.0.1 Foam Weapons** can be purchased from reputed LARP weapon manufacturers such as Calimacil or Epic Armory or hand crafted according to our safety guide.
- **8.1.0.2 Foam Dart Blasters** can be purchased from retailers like Walmart or Amazon, we accept both Nerf branded blasters and off brands. Players may choose to modify their blasters according to our safety guide.

**For a full safety guide please visit our website [www.frontierlarp.com/safety](http://www.frontierlarp.com/safety)**

**8.1.1 Light Contact:** Frontier Wasteland is a light contact game meaning a weapon need only tap the target to count as a blow.

**8.1.1.1** Despite the use of Foam weaponry, no one should ever strike as hard as they can.

**8.1.1.2** If someone strikes too hard, let them know by stating “**too hard**”, and if they do not soften their blows, speak with a Game Runner or your Faction Tavern Keep.

**8.1.2 Legal Hit Locations:** The torso (front and back), all four limbs, the hands, and feet.

**8.1.3 Illegal Hit Locations:** The **head, throat, or groin**. If you get struck in any of these locations the hit does not count.

**8.1.4 Melee Hit Speed:** Players may not strike the same location, with the same melee weapon, more than once per second. Doing so is called “**machine gunning**” and if done the target should treat it as only one hit.

**Example of Machine Gunning:** 3 rapid strikes to the same arm with a sword, this would only count as one hit.

**NOT an Example of Machine Gunning:** 2 strikes in rapid succession to the same arm from two different players.

**NOT an Example of Machine Gunning:** 2 strikes in rapid succession to the same arm with different weapons from a player who is dual-wielding.

**8.1.3 Damage:** Every hit, whether Melee or Ranged, must be accompanied by a verbal number to represent the amount of damage done to a target. Your damage is equal to your



matching Stat (Melee or Ranged) on your character card for the weapon you are currently using, plus any additional modifiers you may have (eg, item cards, diseases, etc).

**8.1.2.1** You need not call out a number unless the hit lands.

**8.2.2.2** Sometimes you may wish to deal minimal damage, you are always allowed to call less than your damage maximum on any strike.

**8.2.2.3** If you are firing a ranged weapon, especially a dart blaster, it is common for your target to not see or feel the hit land, especially if they are armored or in the heat of battle. You may call out “hit” after the projectile hits to let the target know that the projectile did in fact hit.

**8.1.5 Melee Damage:** Any damage dealt with a melee weapon such as a sword, axe, hammer, spear, or dagger

**8.1.6 Ranged Damage:** Any damage dealt with a ranged weapons projectile, such as Arrows from a bow, Foam darts from a Blasters, AND throwable weapons such as throwing daggers, throwing axes, etc.

**8.1.7 Bullets vs Shields:** in this game bullets are able to pierce through shields. If a dart strikes your shield, it deals damage as if it struck you.

**8.1.8 Hitpoints:** this number represents how much damage you can take. Every time you are struck in a legal location, subtract the damage called from your total hit points.

**8.1.9 Taking Hits:** Below are clarifications for taking hits in more specific circumstances

**8.1.8.1** If you are struck, but don't hear, or are unsure of, a number, simply take 1 point of damage.

**8.1.8.2** If your opponent calls “hit” alongside their damage after shooting a ranged weapon such as a Dart blaster, take the damage in good faith. It is very easy to not feel hits from a dart blaster, while your opponent can often see them.

**8.1.8.3** If struck with a melee weapon it is YOU who decides if the hit landed. This is based entirely on the honor system, like most aspects of this game.

**8.1.8.4** When you reach 0 hitpoints you are incapacitated.

**8.1.10 Class Abilities:** Each player will also have a special ability based on their class which will affect combat. Most of these abilities affect the player who is using them but some do affect others. While the responsibility is on the player using the ability to explain its effects if there is any confusion, we encourage all players to review the various class abilities found in the Wasteland Factions Rulebook.

## 8.2 Special Terms

**8.2.0** The terms below are special calls that can ONLY be made if you have an ability on your Stat Card, or an item, that allows you to make the call. Being familiar with them will help you to react accordingly if someone uses one of these abilities on you.

**8.2.1 Remove Limb:** This call, followed by tagging of a limb, results in that limb being 'removed'. Until that player dies, or the limb is healed through another in-game effect, they may not use the lost limb in any way, and must act as if it is not there. In the case of a lost leg the player can no longer walk without a crutch, only crawl or be carried. Any player can also elect to do this to themselves or an ally for roleplay purposes provided all parties agree.

**8.2.2 Pin:** When tagged with this call, one of your feet is pinned in place until an amount of time has passed. You may not lift that foot but may pivot on it. You can still attack and use abilities normally. The pin ability should be followed by a duration. Ex. "Pin, 15 seconds"

**8.2.3 Grapple:** When tagged with this call, you are grappled. This means you cannot attack or move on your own volition. You must move as directed by the creature grappling you. You may still speak normally and pick up or drop items, but you may not use them.

**8.2.4 Explode:** Some items or abilities will deal explosive damage, which instantly reduces all players in the explosive area to 0 hitpoints, rendering them incapacitated. An explosion effect must be accompanied by a call of "Explode!" followed by the range. Ex "Explode, 1 meter". This means that anything within 1 meter of where the explosive lands is reduced to 0 hitpoints.

## 8.3 Incapacitation & Death

**8.3.1 Incapacitated:** When you reach 0 hitpoints you are incapacitated. In this state a player must collapse to the ground (provided it is safe to do so), and cannot attack, stand, use items, use abilities, or share any relevant information. If you are unable to lay on the ground for health or safety reasons you may instead crouch and put your hand on your head.

**8.3.1.1** An incapacitated player should roleplay extreme injury. They are not unconscious, but they are on death's door. They may be dazed, gasping, or calling for help.

**8.3.1.2** After being incapacitated for 60 seconds, the character is dead.

**8.3.1.3** If another player begins healing the incapacitated player at any point during their count, the count pauses.

**8.3.2 Looting:** When you come across an incapacitated player you may loot Resources and in-game items they are carrying by placing a hand on their shoulder and calling "loot."

**8.3.2.1** The player should then hand over all their in-game items (such as Resources, single use items, Tools, flags, Relics etc) with the exception of equipped items on their Equipment Ring.

**8.3.2.2** Of the items on Equipment Ring, ONE item can be taken by the first opposing player to loot. The rest stay with the incapacitated player and will respawn with them.

**8.3.2.3** You may NOT take any of their player items which they brought into the game.

**8.3.3 Death:** A character is dead once they count to 0.

**8.3.3.1** Once their character is dead, **players must leave all in-game items at their place of death** (such as Resources, single use items, Tools, flags, Relics etc). With the exception of items on their Equipment Ring which stay with the now respawning player.

**8.3.3.2** The player should then place a hand on their head marking them as OOC, gather any personal items they have (including spent ammo) and walk to their nearest respawn center (typically their town Graveyard, or captured Outpost)

**8.3.3.3** Dead characters may not pass **any** in-game information to living players.

**8.3.3.4 NEW: Characters do not remember the cause of their death and what happened in the brief moments before.** This means you cannot respawn and tell your Faction “The Cliff Runners betrayed us and murdered me.” or “There is a toxic storm on the way” Someone **must** survive the encounter to pass on this information.

## 9.0 Respawnning

**9.0.1** Respawnning is a process by which characters who have died in-game can re-enter the game. Canonically, players play the same character after respawnning, for it is difficult for anyone in the Waste to truly die.

**9.0.2** Players traveling back to a spawn point (Faction Graveyard or Outpost) should not speak to living players and are not allowed to relay any in-game information until they have respawnned. When dead and encountering live players should use the OOC symbol (closed fist on head) to relay that you are out of game.

**9.0.3** Upon arriving at one of your Faction’s spawn points, there will be a sign listing an amount of time and a timer. If you are entering an empty spawn point, start the timer.

**9.0.4** All spawn timers are on a circuit, meaning anyone within the spawn area when the timer goes off may respawn whether they entered with 5 minutes on the timer or 5 seconds.

**9.0.5** After respawnning, your health and energy are restored to full and any lost limbs are restored.

## 9.1 Graveyards

**9.1.1** Each town will have a graveyard belonging to its Faction, located just outside of its perimeter. Only players from that Faction may spawn there and this location cannot be captured.

**9.1.2** There are no rules against “puppy guarding” or “spawn camping” a Faction's graveyard, however, you will likely find this a near impossible task to do for long.

## 9.2 Outposts

**9.2.1** Located throughout the Waste are several outposts which can be captured by any Faction and used to respawn.

**9.2.2** To capture an outpost, a living player must raise their Faction's coloured flag on the flag pole within the outpost and wait out a 5 minute timer. If their flag is taken down before the timer finishes they must restart the timer.

**9.2.3** Once the outpost has been captured by your Faction you may respawn at it, including if the outpost is being attacked or has enemies inside of it. If someone lowers your Faction flag you may no longer respawn there until the outpost is once again captured by your team.

**9.2.3** All outposts will be surrounded by walls, or rope and peg, which functions the same as town walls.

**9.2.4** Spawn speeds at outposts cannot be increased through town upgrades.

## 10.0 Energy & Rejuvenation

**10.1** All Classes have an Energy Stat, which is a total number they can spend to perform special abilities. These special abilities are detailed under each class in the Factions rulebook.

**10.2** When you use your Classes' special ability, subtract the ability's cost from your Energy Stat. Keep track of this number, as you cannot perform abilities if your energy is depleted. Ex. A Berserker spends 2 of their 4 energy to use their "Rage" ability allowing them to call an extra 2 points of Melee Damage. Now they only have 2 energy left and can only use this ability 1 more time before needing to rejuvenate.

**10.3 All players Rejuvenate to their max Energy (not health) after spending at least 5 minutes intentionally roleplaying in their home town.** Examples of role play activities are: tinkering for Salvagers, meditating for Cliff Runners, and sparring for Bone Raiders.

**10.4** If at any point during their rejuvenation a player is attacked or attacks another character, they must start the 5 minute time over.

## 11.0 Jobs & Quests

### 11.1 Jobs

**11.1.1** Jobs are ways for players to earn Caps, which can be used to purchase a variety of in-game items from your Tavern Keep, NPCs, and other players.

**11.1.2** Each Tavern area will have a list of available jobs and how much Caps they are worth. An example of a job is Guard Duty, posting at the gate of your town, or helping your Tavern Keep wash dishes.

**11.1.3** Available jobs may change, as well as their value, throughout the game.

## 11.2 Quests

**11.2.1** One of the primary ways your Factions will earn Renown is through the completion of quests.

**11.2.2** Quests vary from game to game and are also from Faction to Faction. An example of a Cliff Runner quest is Painting and placing a set number of sacred stones across the game field. An example of a Bone Raider quest is capturing another Factions leader.

**11.2.3** Each town will have a quest list found at their Town Center that explains the quests and how much Renown they are worth. Additional quests may be added throughout the game.

## 12.0 Negative Forces

**12.0** Within the world of the Waste there are several negative forces that afflict the survivors. **Note: All or none of these negative forces may be in effect in any individual Wasteland game.**

**12.1 NPC Encounters:** While not always negative, NPC encounters will always provide some form of challenge that the players must deal with. Interacting with NPCs also comes with rewards which are typically matched to the level of danger the encounter provides.

### **12.1.1 Example Encounters**

- A group of destitute travelers beg for food and healing
- A group of roaming bandits ambushes you
- A mysterious merchant peddler rare goods and tells tales of strange goings on across the Waste

**12.2 Mutants, Ghosts, and More:** many dangerous and bizarre creatures roam the Waste, mutated by nuclear fallout and radiation, preying upon mankind. These creatures are highly dangerous.

**12.3 The Cult of the Moon:** a peaceful, non-violent cult that worships the moon and seeks to return to her gentle embrace.

**12.4 Sand Storms [Orange smoke]:** Dangerous storms which howl across the barren Waste and can kill those who don't have the proper protections. Sandstorms can also tear down walls in some cases. **To survive a Sandstorm you require Goggles.**

**12.5 Toxic Storms [Green Smoke]:** Toxic storms are swept along the wind and poison and choke the life in the Waste, killing those without protection. **To survive a Toxic Storm you require a Gas Mask.**

**12.6 Fires [Red Smoke]:** in the Waste, fire can mean the end of a civilization. Killing Faction members and burning down buildings rendering them unusable. There is no good way to defend against fires.

**12.7 Biohazard Zones:** remnants of the great war have created areas full of dangerous biohazards which cause kill when inhaled. You cannot enter one of these zones without wearing a Gas Mask **and** expending Rad-Off (a single use item found in game).

**12.8 Diseases:** another deadly threat in the Waste is disease. Disease can strike anyone anywhere. Diseases will take the form of Item cards attached to objects within the game, if you touch a Disease card or any object it is attached to, you are afflicted with that disease and should clip it to your Equipment Ring. When you remove a disease using an in-game effect, please return the card to your Tavern Keep. Some diseases are infectious and can spread among survivors, the disease card will list the specifics.

**Example:** Radiation Sickness, halves your health, remove on death or if cured

**12.9 Obstacles:** represented by props and sign-posts detailing the barrier, obstacles can take a variety of forms and will typically require tools, single use items, specific stats, and time to overcome. Ex. Your entrance to a structure barred by a heavy door with no visible lock, you need a melee damage of at least 6 and 5 minutes to break it down.

## 13.0 Thunderdome

**13.1** The Thunderdome is a place of ultimate martial challenge! Every game ends with competitions in the Thunderdome arena, during which final Renown is awarded to the Victors.

**13.2** Thunderdome competitions may vary from year to year but classically culminate in a knockout style tournament in which a handful of warriors from each Faction compete for the entertainment of the rest of the Wastelanders and the title of "Thunder Lord."

**13.2** Combat during the Thunderdome is using a modified combat rule system and NOT your regular character stats. This is to encourage a more skilled, entertaining, and realistic style of combat.

## 14.0 Post Game

**14.1 Feedback:** After the game if you have any feedback we invite you to message our social media pages, send us an email, and when applicable fill out our feedback form. We would love to hear your thoughts!

**14.2 Game photos and video:** Will be posted in the weeks following the game, keep your eyes on our website and social media pages for those.

**14.3 Lost and Found:** If you forgot anything at the game please message our Facebook page, we will do our best to help, however, by playing in this game you acknowledge that getting your lost player items back is your responsibility, and we make no guarantees that lost items can be found and returned. Please label all player items brought into the game.