



Fallout Nukelanta

Heavy melee, Nerf, & Airsoft Immersion LARP

Wargame Action Rulebook (W.A.R.)

Version 3.1

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26 pages total

War... War never changes...

Nukelanta takes place in an alternate version of history that sees the 1940's and 1950's aesthetics, design and technology advance in the directions imagined at the time. The resulting universe is thus a retro-futuristic one, where the technology has evolved enough to produce laser weapons, manipulate genes and create nearly-autonomous artificial intelligence, but all within the confines of 1950's solutions. The use of atomic power and vacuum tubes, as well as the integrated circuitry of the digital age, is widespread, some of which has survived The Great War. The architecture, advertisements, and general living styles are also depicted to be largely unchanged since the '50s.

Welcome to Nukelanta, set in the year 2288 (1 year after the events of Fallout 4, 11 years after the events of Fallout 3, and 211 years after The Great War over natural resources that ended in a nuclear holocaust in 2077). The setting is a post-apocalyptic retro-future, covering a region that includes the ruins of the former cities of Old Atlanta GA, Aiken, SC & Gadsden, AL. This large area is simply known as Nukelanta, with many settlements all over. A fresh Vault-Tec contained living space, Vault 50, has only recently unsealed after mechanical problems, and Vault-dwellers new to the wasteland are slowly venturing out into the ruined world. Crazy Raiders roam the Out-Lands, marauding on the search for victims and rabid Feral Ghouls lurk in the shadows of Peachtree Crater. Scattered remnants of the once-mighty organizations known as The Legion, The Enclave, and The Brotherhood of Steel have been rumored or spotted traversing the Nukelanta waste region. Opportunity is ripe for the taking, whether it be exploring and scavenging the wastes or kicking back in town and gambling your way to prosperity.

Enjoy your new life in Nukelanta, Wastelanders.

Player Integrity & Honor

Our game, like many, requires and relies on honesty and honor from all participants. All Players must play with integrity. Honor is important for this game to work. Players must have respect for each other to take their hits. Staff Overseers reserve the right to eject or exclude any person from an event for any reason – including, but not limited to, violating real world laws, endangering the safety of other participants or bystanders, repeated offenses, damage to possessions or event sites & wildlife, etc.

All participants must sign a release form before they will be allowed to participate.

Referees/Marshals

Referees will wear a small, black & white, striped triangle flag on their garb, when available. This indicates that they are rules referees (they may also be actively playing). If you need to ask them anything at all, put your weapon/hand on your head and say: “MARSHAL” or “MARSHAL QUESTION”. They will speak with you out of game to answer. All Refs/Marshals will have a vast knowledge of Fallout Nukelanta safety standards and game rules.

Staff Overseers will wear a similar, triangle flag marked with a bright yellow “O” (for Overseer). These Staff members are approved to give out quests, handle Merchant item boxes and large quantities of the game's caps, as well as set out or tamper with lock safes and traps, and otherwise be trusted with coordinating the game in any way.

Referees (or Marshals) are the primary authority responsible for interpreting and enforcing rules on the battlefield, and have the right to give verbal warnings, remove anyone from the field for questionable behavior, or submit to the review of Overseers for cheating/safety warnings if need be.

As specified within the rules, cheating includes but is not limited to:

- Picking up darts off the ground and reloading them

- Using Stimpaks that are empty

- Not taking hits

If the cheating continues by the player, the game owner will speak to them. A time out or ejection is possible, at game owner's discretion.

Event Procedures

When you first arrive on site to Nukelanta, you should first go and check-in, then you may take a moment to check for campsites, or even jump right into the game, depending on the time. At no point after game-on should a vehicle enter the play area.

Check-In: Sign waiver(s), pay event fees, receive and purchase perk cards, then retrieve items you may have access to from the Merchant/Staff. Go In-Game or wait for Game-On to be called.

Check-Out: Clean your camping area, dispose of garbage, and return your legendary items to the Merchant or available staff.

Sashes: Out-Of-Game, Non-Combatants, & More

Players wearing a white sash (and preferably headband/armband) are out of game. They may not be affected with anything in game and are effectively not there. It may be combined with orange, since they should not be in combat anyway, given that they are not there. If clad in both, stay out of their way and leave them alone, particularly if wearing an orange working vest and setting something up for your entertainment!

Players wearing a bright orange sash (and preferably headband/armband) are Non-Combatants and may not be attacked for their own personal (real life) safety. They are mostly NPC merchants or townspeople. If faced by a combatant, they may be slain simply by pointing at them and stating "*Killing Blow*" or "*I kill you*" (and likewise stopped or taken prisoner by stating "*I Stop You*," etc).

Players wearing a pink sash (and preferably headband/armband) are light combatants and may not be grappled, thrown, shoved, shield-kicked, or shield-bashed. Solid hits are not required against light-coms, though they will do their best to deliver solid blows to full combatants (bad wrists and arms willing). Understanding and working with these light combatants is appreciated so as to attract as many players to Nukelanta as possible.

Players wearing a red sash, (and preferably headband/armband) which is clearly red and not at all orange, are currently NPCs working for the game for everyone's entertainment. They will also sometimes be wearing green sashes and makeup for zombies, prop monsters for critters, etc, or even a blue sash to denote a wandering vendor or some other type of friendly NPC. They are not currently their normal characters, although for the sake of time may be wearing much of the same gear. They are helping everyone out for entertainment; so do not take out any of their NPC actions on their characters later!

Raiders and other temporary roles

Raiders are chem'ed-out maniacs and agents of chaos that steal, kill, and destroy to provide for themselves; they have a chem den / raider camp located somewhere in Nukelanta and are primarily the enemies of all players, even if the players are evil.

When joining the raiders temporarily, don the red headband, bandana, cloak, poncho, etc, and modify your look if possible with a mask, removing some garb or armor, changing your voice, your name, or even your load-out. Ask the Raider Captain what they want you to do. You will probably go attack the players one way or another.

Depending on your character race, you could possibly be assigned a special role as a drug-addicted fiend, rabid ghoul, berserk super mutant, malfunctioning killer cyborg, synthetic heartless android, or outcast power armor user. Role-playing these special roles will enhance the Fallout Nukelanta experience, and may provide a bonus earning in caps.

If you capture a player prisoner and bring them back to the raider den, that player dies and has to respawn (and is conveniently present for an NPC raider shift). Raiders have their own caches of caps to pay players for prisoners. Raiders will provide players with handcuffs, Stimpaks, or other items when turning them into a raider. A player may never be forced to stay captive for more than ten minutes, at which point they may opt to die and respawn or continue at their discretion. A good job/capture/haul as an NPC may earn you a bonus caps reward from the Raider Captain.

Raiders sometimes have quest items on them and in the camp. Feel free to steal these one-at-a-time.

The Raiders have a heavily-stocked store, and they buy/sell many items including illicit chems and slaves (Raiders will always take captives to kill and then have run an NPC shift). Players may steal one item from the Raider's stache box once per hour (following normal Store Stealing rules).

The Raiders have a few hidden loot safes where they store a lot of their goods and are ripe for lockpicking (following normal Loot Safe rules).

Raiders can sometimes be spoken to and reasoned with if they are in the right mood. They could be hired as bodyguards, to attack other players, kidnap players, or to sell players chems. Many Raiders will do a task for a few caps, assuming they don't kill or betray you.

Full-time raiders must go back to camp to respawn when they die and have a respawn timer between 1-5 minutes ~ see current Raider King/Captain for specific instructions.

Volunteering for special roles

Players may volunteer to play special roles and modules by speaking with a Marshal or other Staff member. These roles will earn a player 30 caps or more per hour that they are playing the role. Specific special roles are first-come first-serve, but generic raider/monster roles are always available.

Gear & Safety Requirements

Hold Rule: For safety, when “*HOLD*” is called, (should be accompanied by a whistle where possible, three whistles to indicate a medical emergency and need for any medics to respond) all game play stops immediately to address safety concerns, until such a time as a “*Game-On*” call is made.

Cleats/spikes (including hard armor spikes) are not permitted.

Real swords, knives, or blades of any sort (even in sheaths or cases) may not be worn or carried during combat.

Low-power/red safety lights may be used at night for visibility with no purchase requirement.

All gear is subject to marshal discretion & may be failed if it interferes with safety, or “loop-holes” the rules or spirit of the game.

All guns should have an orange tip.

Airsoft Events Eye Protection: When airsoft gear and equipment is in play, all players must have full seal eye protection that meets ANSI Z87.1 National Safety Standards on at all times while on the field.

Approved eyewear is always recommended. Most events do not require goggles, but protective eyewear is encouraged, and if the event has airsoft elements in play, it is mandatory and must meet ANSI Z87.1 National Safety Standards.

The Wasteland

The entire zone is available for Players to go out and explore, find treasure, battle monsters, and otherwise traverse (except inside other Players' tents). Deadly radiation pockets, booby traps, rabid ghouls, and evil marauders are lurking in the Wasteland.

Players are required to dress in a post-apocalyptic or Fallout-themed style of clothing/garb/armor. Importance is on the clothing looking aged / distressed / dirty. Modern day logos are not acceptable on garb in most cases.

Bartertown

The town is a place where survivors have set up a trading post. There are a few buildings here, as well as a vendor row and the town bell. This is a social area -- a place to pick up work, respawn, and the location of the NPC Merchant, when available. Official food vendors will be here, as well as many player run vendors and services. Certain areas of town will be marked off as non-combat areas, but players can fight while inside the town, barring safety issues, like an active fire pit. As players may spawn here through the town doctor, players may not be spawn-camped.

Factions

Classic Fallout factions are encouraged and a few are already established. Original, home grown groups are highly encouraged as well. Faction leaders are given one of each basic crafting perk card so, for the most part, their crew is able to be self-sufficient, though access to a workbench is still needed.

To create a faction a certain goal and test must be met, custom made by the Nukelanta staff. This can range from a faction defense to a custom quest, but the requirements are often quite different per faction.

A few of the factions are:

- The NCR
- The Legion
- The Great Khans
- The Sheriffs
- The Sunshine Band
- The Son's of Liberty
- The Reapers
- The Raiders



The Raven Order

Wasteland Justice

Selling players to any faction or player other than the raiders is considered slavery and is illegal in the wasteland. Slavery and similar acts, such as committing senseless murders or robberies, should be reported to the Merchant, Sheriff, or any other powerful player or group, and may result in being attacked.

Criminals will often be sent to the stockades or prison for up to 10 minutes (a player may never be forced to stay captive for more than ten minutes, at which point they may opt to die and respawn or continue as they see fit) and then sold to the raiders, or even executed. Those players are then sent to the Doctor to gear up to play a raider shift.

Radiation

Areas marked off and encircled by yellow caution tape are irradiated areas. These areas may also be represented by a wooden stake with yellow tape, giving off radiation in a 10ft radius, or a painted inner circle of tire, marked with the radius of the radiation's effect. Non-Ghoul players instantly begin bleeding out due to radiation if they come in contact with the tape or the area designated (with few exceptions). Players that are irradiated may only be looted by a character who can enter radiation without dying.

Streams, creeks, and other large pools of irradiated water are all badly contaminated, counting as an irradiated area. If a player shield-bashes or grapples a player into a stream, they will be irradiated.

Some loot safes are booby-trapped and have radiation bombs inside. If you open a loot safe with a glowing, green light coming out from a glow stick, you instantly begin bleeding out with radiation poisoning, if you are not a Ghoul or immune.

On rare occasions, there can be heavily irritated areas that even Ghouls can not withstand. Barring special rulings, these areas will kill you instantly, rather than put you into bleed-out. These areas are announced to be in play during check in, and are most often represented by orange tape.

Character Creation

Players start the game with 20 caps to spend on weapons, armor, ammo etc. They must purchase personally-owned items to use them.

Any item they purchase that is lootable will be provided by the event.

Players must pick a race. Each race has its own unique benefits (note: if a player picks a race that has minimum make-up/garb requirements then those requirements are added to your "minimal garb standards").

Players start with two perk cards, chosen at random, and one active perk slot.

Races

Players must be easily identifiable/distinguishable as their specific race.

Racial Makeup

Green and yellow make up is reserved for Super Mutants.

Silver and chrome/metallic make up is reserved for Cyborgs.

Brown and white make up is reserved for Ghouls. (Black and Red are great highlights)

Human

The most common race in the world. Living in vaults, towns, caves and roaming the wastes, Humans have shown their propensity for adaptability in the wasteland. Humans often dislike non-humans and treat other races as lower class citizens.

They use 25% less materials when crafting an item



Cyborg

Some humans were modified with metal & electronics. They now have more in common with robots than humans. They often refer to non-cyborg life forms as "meat bags". Some cyborgs feel that they are superior to normal "inferior" humans. Their physical make up is a combination of human & robot. They require both food & water to sustain their human side and solar energy to power their synthetic parts. A common insult to a cyborg is referring to them as "tin cans".

Cyborg players have a vast amount of options when trying to make themselves up, but must look obviously cyborg. They may use LEDs to light their goggles/armor/bodies up, metallic body paint/sleeves (Cable/Winter Solider style), misc. electronics applied (or painted on) around their face, etc. Cyborgs have head to toe light armor naturally (with no armor worn). this breaks last before health/wounds.

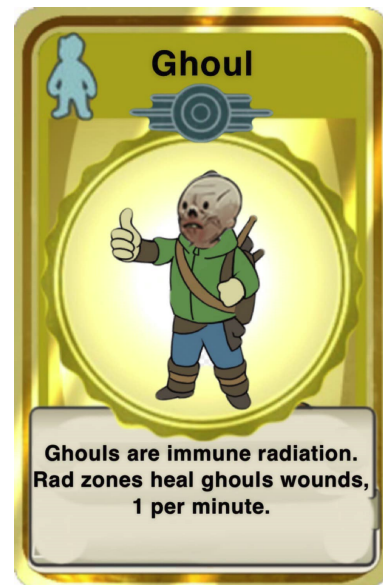


Ghoul

Survivors of a nuclear war, they have been blessed and cursed by all of the radiation exposure. They age extremely slowly and some of them are very old. They retain all of their human characteristics from before mostly but few memories. Most of them now speak with a raspy voice. Their skin resembles that of a burn victim, a cadaver and one with muscle showing from missing skin. Most of them have missing noses; players must black out their noses (or use other makeup/prosthetics) to reflect this. A zombie mask will also suffice as a minimum. Often they are mistaken for rabid zombies. Humans treat them as second-class citizens and often will take advantage of them if given the opportunity. Ghouls often refer to humans as "smooth skins". Ghouls take great offense to being called a "zombie".

Ghouls are immune to radiation in all forms, with rare exception.

Ghouls may stay in irradiated areas to recover any wounds or health at the rate of 1 per minute.



Super Mutant

These once normal humans were mutated to orc-like big and tall brutes by the Forced Evolutionary Virus. Their skin color is a solid or mixture of green, yellow, orange, light blue and/or gray. Their faces often have battle scarring and their bodies are armored with car parts. Orc or similar brute monster mask will work as a minimum, make up is preferred. They favor having large shoulder pads. They have amazing strength and endurance. Often they have very deep voices, childlike intelligence, and a strong blood-lust. Most Super Mutants seem to be mentally stupid, although intelligent and even friendly Super Mutants have been discovered. Super mutants often refer to humans as "grey meat" & "tenderoni" to insult them. While wielding a Red in your dominant hand and one-handed all your strikes are considered to be Red (make sure to call "Red" as a reminder).

A super mutant CAN be revived after a head shot with a stimpak (White damage does not insta-kill, only drop to bleeding out).



General Combat

To "kill" or "wound" someone, you must use a weapon which has passed safety inspection for that event. All weapons must be checked and marked by weapons checkers appointed by the event organizer before they may be used in combat.

Hit Locations –

Arms: From the point where the hand joins the wrist, to the shoulder socket.

Legs: From the top of the foot (including ankle) to the torso (below the buttocks).

Torso: Below the neck, shoulders (including arm sockets), chest, stomach, crotch, sides, back, and buttocks.

Hands: If your hand has nothing in it, then it is part of your arm. If holding a weapon or shield, it is safe from injury.

Feet: Part of the leg if they are not on the ground, otherwise the foot on ground is safe from injury.

Head & Neck: Off limits to all melee weapon/shield strikes. Projectile weapons may strike.

Judging Hits

A hit from a hand-held weapon counts when the weapon's striking surface hits with sufficient force. Taps, grazing, and glancing shots do not count as sufficient force.

Hits from projectile weapons count when the head of the weapon merely strikes the target, either stopping or being slightly deflected.

Every hit must be a solid hit, no fluffy light taps. When hit with a soft hit call "*Light*" and do not accept it as damage.

Weapon damage varies according to weapon type and whether the target area is armored.

Damage Types

Blue: Causes wounds or does 1 damage to armor.

Red: Causes wounds, bypasses/destroys armor, breaks guns/bows. 2 solid hits breaks a shield.

Yellow: Causes disability and bypasses armor (without destroying armor).

Green: Causes disability. If used one-handed / thrown it does not bypass armor.
If

used two-handed it bypasses armor (becoming "Two-Handed-Green" damage).

Two-Handed-Green: Causes disability and bypasses armor (without destroying). (identical to "Yellow" damage, which may be called instead)

Black: Causes wounds to torso and all limbs, instantly putting you in a bleeding out

state if it strikes you anywhere on your body, or gear. Will instantly kill you if it affects the head.

Wounds and Health

Players lose use of any limb(s) which take a Wound (a successful solid hit from boffer or gun not negated by Armor, health, or similar effects).

Two wounded limbs or a wounded torso and you begin to bleed out.

When your head is wounded or disabled you die.

When an arm is wounded it is generally put behind the players back and they must drop anything in that hand.

When a leg is wounded the player must take a knee (if possible). That leg may not leave the ground. As long as it doesn't the leg can't take further wounds.

If the wounded knee is removed from the ground and hit, the other leg is considered wounded.

It's possible using perks and other effects to increase the amount of life you have, called health.

Health is taken before wounds. When you are hit and would normally take a wound, you instead call out your remaining health. For example, if you have 4 health, and take a hit that would cause a wound, you would then call "Health, 3!" Then your attacker knows that they hit you, you took the damage, and you're a beefy character.

If you're unsure or they're not calling the wounds, simply keep attacking them until they're downed or try a different type of damage. Some folks are immune to certain types of damage. For example, the Fireproof perk makes you immune to explosives.

Disabled

You may have any number of limbs disabled.

When an arm is disabled it is generally dangled next to the body and must drop anything in hand. A disabled arm may still be wounded.

When a leg is disabled the player must take a knee (if possible). That leg may still be wounded. When the torso is disabled you begin to bleed out. When the head is disabled you die. (just like Wounds)

Having health points does not prevent you from being disabled, but you may expend a point of health to avoid having the limb being disabled. This is called out in the same way as avoiding wounds with health.

Bleeding out

Once you begin to bleed out you take a knee or crouch and count to 60 seconds, preferably aloud, though it is not required. In this time you may be looted, handcuffed, and/or revived. Once your count is up, you die. When you die you stay for 60 seconds afterwards to be looted, or can go to respawn immediately if combat has ceased and you have already been looted by the remaining

combatants. Any following intentional strike or “Killing Blow” once bleeding out, kills you. You may talk while bleeding, but not use items or move.

Respawning (I live, I die, I live again...)

When you die you leave the play area with your weapons over your head to represent out of game status.

In order to respawn you must spend a shift as an NPC until slain, 15 minutes have passed during your raider shift, or you have paid the doctor/merchant 30 caps to skip your NPC shift.

Players that volunteer as Non-Player Characters (NPCs) above and beyond the mandatory respawn NPC shifts will earn 20 caps per hour worked, including your initial 15 minutes as an NPC, and may possibly earn you more.

Additional combat rules

You may not wield a shield while wielding a firearm. (shields strapped to the arm or back are considered disabled when using a firearm; hits pass through them). Multiple shot / shotgun weapons only do one damage to locations hit (even if multiple rounds hit the same location).

Whenever you strike an opponent from behind with a non-blue weapon, simultaneously call out the color of your weapon so that your opponent will know how to react.

Strikes ignore sheathed weapons (i.e., one that is attached/hanging from one's belt or over one's back) or any other worn object, including baggy clothing such as cloaks. If an attack would have made legal contact with a fighter had the object been absent, then it should be counted as a hit. A weapon must be in a fighter's hand to intercept an attack.

The rare call “Wounds-Kill” is a damage type that instantly ‘Killing Blows’ a target that it causes any wound/disability to.

Healing and Respawning

Bandages

Bandages can be used to recover from a disabled or wounded limb by tying it around the limb. Should the bandage fall off or be removed the limb is again injured. No limb may be bandaged twice, and a maximum of 2 bandages may be used on a player. One may also be used on the torso to extend the bleed out timer of a player by 60 seconds, however the person applying the bandage must continually roleplay taking care of the player during this time. The player bleeding out stops counting, and the person applying the bandage begins a 60 second count of their own. If the count ends or is interrupted, the player bleeding out continues the count from where they left off.

Stimpak

A Stimpak heals 3 wounds, one where administered and two of the recipient's choice. While bleeding out another player may partially heal your wounds with a Stimpak, or fully heal your wounds with a Super Stimpak. Stimpacks may also heal any health the player has when not in combat, excluding health that is not related to a timer. For example, it may restore the health from 'Lifegiver', but not 'Cannibal'. Some perks may be able to restore health during combat.

NPC Doctor

Npc doctors are rare, but there is always one somewhere in Bartertown. They can heal your wounds and health with a Stim IV drip for a fee, cure your chem addiction for 20c, and even give you life saving cocktails to bring you back from the brink of death! Players can revive at a Doctor for 25c instead of doing a raider shift. A player respawning in this way will have to sit and have an IV applied for 60sec for each of these interventions. When players "almost die" and choose to respawn in this way, after waiting with the doctor for this IV to be applied and paying the Doctor, they may choose a location to respawn at, including right there in town. If you are not paying a doctor for these life-saving serums, you must report to the Raider captain for a raider shift.

NPC Smiths and Vendors (Merchant/Mechanic)

NPC merchants can repair a single piece of armor/item or all items on your person for a fee per repair (repairs take 60 seconds). They can also instantly liquidate items for you, though the service might cost you. Vendors are willing to buy Casings from you in bulk, though they will rarely do so for just a few casings.

Repair

Broken items cannot be used until they have a Repair Patch applied (a temporary fix) or are completely fixed by a Vendor, a Smith, or a player capable of doing so. (NPC merchants can repair all items at once for a fee per repair). The same item/armor may not be patched twice – it must be completely repaired.

Looting and Lockpicking

Looting

You may loot players as they bleed-out. Personally-owned equipment may never be looted or stolen, only in game lootable items. When looting a player, you may loot three in-game lootable items: Repair patches, Bandages, Stimpaks, all chems, Med-x, Handcuffs, Screwdrivers, Grenades/Mines/Traps, Bottle caps (minimum value of 1 cap per loot), Ballistic Ammo (x2 nerf darts, half darts or 2 bbs), Energy ammo, Plasma ammo, Bobby pins (x2), Scrap, junk, loot cards, or any other lootable in-game item. Anything lootable found on the ground may be picked up and stored for your use. Any ammo found on the ground is considered spent ammo, and counts as scrap. Magazines to weapons may not be looted from. Ammo on the ground may be picked up only for recycling purposes and may not be re-fired. Spent ammo can be traded in bulk back to the shop, or used for crafting. You may sneakily steal from other players and merchant stores (once per hour [for each target])

When looting a player or NPC, you can ask for a specific item that you are looking for. If they have it, they must give you at least 1. Private tents are considered out of game and not lootable, though it is prohibited to bring your in-game items into a tent.

Lockpicking

Safes and locks require a screwdriver and a bobby pin to unlock. Safes are immobile and secured to the surface. Every lock requires 15 seconds to unlock, some safes have multiple locks which each require a separate 15 seconds. Players will roleplay trying to unlock the lock with their tools during this time. After the lock is picked, throw your bobby pin inside the safe. It is now all used up. Each player may now take 1 lootable item out for each key-hole on the safe, like looting a player (for example: 4 locks equals 4 loots, per player). Replace the door on the safe when finished. Each safe can only be looted once per hour. Parties/groups of players who discover a safe may have each player loot the safe once (however, choice of items is first-come, first-serve and safes may run out of loot). After looting is done, return the safe to the closed position before leaving. Some safes may be booby-trapped, some with explosives, others with radiation, a green glow stick. If you open one of these, you are wounded by the explosive, or fatally irradiated and begin to bleed out. Radaway is the only thing that can heal you, if irradiated. Replace the door to the closed position if put into bleed out by either effect. Players may pickpocket/steal one lootable from any character or npc shop, while alive, once per hour (per victim/shop).

Equipment Descriptions and Effects

Equipment with a (@) is Lootable (and should go into a central loot pouch / bandoleer / etc if possible). When you are bleeding out a single player may steal one of these items from you. The Nukelanta staff provides these to players at the NPC Merchant and to find in the Wasteland.

Equipment with a (\$) may be used after being discharged.

Equipment with a (*) will have an extended description below the chart.

Equipment with a (#) are addictive.

Addiction:

Players may normally take 2 unique addictive Items per day without becoming addicted. For example, you can take two med-x, two buffout, and two hits of jet, but once you take a third, you are addicted. Once addicted, if not under the effect of a drug for more than 30 minutes, the player becomes 'Fragile', and begins to bleed out after any one wound, until they take another addicting item. Taking more than two addictive items of the same kind in a 20 minute period will cause you to overdose, skipping bleed-out and going straight to the death state. You can have an addiction cured by NPC doctors for 25 caps.

Merchant prices are always subject to change based on their own opinions of value!

Equipment – Medical/Drug

Any syringe-based item may be refilled by a Doctor with an IV bag at no cost if they access an IV bag, though you may be charged for the service. If stealing access to a bag, a player can refill 1 syringe as their “one loot” stolen.

Name	Price	@loot	\$reuse	Description/Effect	*	#
Repair patch	3	X	X	Strip of gray cloth – can be attached to items to make them function again.	X	
Bandage	3	X	X	Strip of white/bloody cloth can be put on a limb to quick fix & keep players from bleeding out.	X	
Stimpak	8	X		Syringe of red color(3cc) - used to bring a player back to life from bleeding out.	X	
Super Stimpak	16	x		10cc double-use version of Stimpak		
Buff out	6	X		Baggie with spree candy inside – used to make you hit harder.	X	X
Med-x	10	X		Syringe of purple color– grants immunity to the next single wound.	X	X
Radaway	10	X		Syringe of yellow color – cures a player of radiation sickness.	X	
Empty Syringe	1	X		Empty, but possibly useful to Medics or as scrap		
Poison	15	X		Green sticker, Instant kill (on touch or ingest), can be used in non-com zones.	X	

Repair patch

Can be attached to a broken piece of equipment to make it whole again. Only two total patches may be used on a player at a time. The same section of armor may not be patched twice (in example, the same limb cannot be patched twice). If the patch is removed in any way your equipment is again damaged and no longer functions. Armor, shields, bows and firearms may be patched.

Bandage

Tie on the affected limb to restore use of it. The limb is instantly functional. If the bandage falls off your limb it is again damaged. Enemies can remove these during a grapple to re-injure your limb. Only two may be used at a time. Limbs may not be double bandaged on the same limb. Bandages cannot heal a torso wound. A headshot can only be temporarily healed if you are a super-mutant or have ‘Toughness’. Use a stimpak or visit the Doctor to get your limbs completely healed.

Bandages may be used as tourniquets to extend the bleed out by an additional 1 minute.

Stimpak

A Stimpak heals 3 wounds (one where administered and two of the recipient's choice). While bleeding-out, another player may partially heal you with a Stimpak (or fully heal with a Super Stimpak). Only Super Mutants or those with the 'Toughness' perk can be stim'd to life from a headshot. Larger, 10cc syringes of Stimpaks can be used as a full heal, or two individual uses as a single Stimpak.

Buffout

Addicting, strength-enhancing chem. After consuming (or disposing of the candy) it lies dormant until you swing a melee weapon against someone. Makes all of your single-handed weapon swings count as double-handed (Blue weapon hits count as Red, and Green count as Double-green). Strength-enhancing effect lasts one minute.

Med-X

Addicting pain-numbing chem. After injecting it, Med-X lies dormant until you are wounded. "Med-X!" should be called before either health, or wounds, are taken, but only after armor is broken. Only stops a single point of damage of your choice. (for example, if hit in multiple locations by a shotgun spread, Med-X will only stop one wound). Larger (10cc – yellow liquid) syringes of Med-X can be found; these can be used to inject two separate doses.

Radaway

Using Radaway will instantly cure a victim of radiation poisoning. If they are "bleeding out" in irradiated water or in a radiation zone and given this they may quickly flee the zone. Once free of the zone, they suffer none of the symptoms of radiation sickness, and are back to their original health and wounds before suffering radiation poisoning. Be careful not to become irradiated while giving Radaway to another player that is dying in a radiation zone. Syringe must be discharged next to your arm. After injecting it, Radaway lies dormant until you are wounded or move into an irradiated zone. Radaway allows the user to move freely into an irradiated environment unharmed for 30 seconds max.

Jet

Jet comes in a rechargeable inhaler. Addicting energy enhancing chem, jet allows you to dodge any incoming projectiles for 10 seconds. Jet significantly boosts the users reaction speed. Canisters must be recharged after one use.

Nuka-Cola/Quantum/Other

The classic addictive drink of America! After drinking one of these, you may equip an additional perk for half an hour, or an hour, if it's a quantum. You may only equip 1 extra perk while drinking nuka-cola, not 2 via 2 nuka-cola back to back. Any nuka-cola with a label other than 'Quantum' is treated as a regular Nuka-cola.

Poison

Instant kill (on touch or ingest, cannot be applied to a weapon), can be used in non-com zones. Represented by round green Stickers.

Equipment – Tools/Traps

Name	Price	@ loot	\$ reuse	Description/Effect	*
Hand cuffs	5	X	X	Sturdy "locking" handcuff rope - Allows you to capture players/npcs	X
Bobby pin	1	X		Bobby pin on a string or rubber band – allows you to pick locks with the assistance of a screwdriver.	
Screwdriver	5	X	X	Flat-tipped screwdriver for lockpicking	
Grenade	10	X		Water balloon, noise maker or firework– a grenade deals red damage 10ft from impact.	
Trip wire trap	10	X		Party popper trip line – anywhere the line or popper hits takes red damage	
Flashlights	5		X	Bright white lights higher than safety lights	X
2-way radios	20		X	Any kind of small radio system for communication. Price is per unit.	

Handcuffs

These may be put on an incapacitated/bleeding out player to capture them – handcuffs should be put on with hands in front of the player for safety. As long as the captor keeps one hand on the captive, they must walk as directed and may not escape or attack; however, if the captor lets go for even a second, the captive may flee and is no longer under control (but still handcuffed!) A player may NEVER be forced to stay captive for more than 10 minutes, after which point they may opt to die and respawn if they wish (or continue to be captive in hopes of escaping). Handcuffs may be picked like locks (15 seconds, 'Picklock' perk can reduce this to 1 seconds), they require a Screwdriver and a Bobby Pin (which is not consumed on use for Handcuff picking) – you may not lockpick your own handcuffs.

Stealth Boy

A personal cloaking device. The Stealth Boy let's you move undetected for 4 minutes.

Radioactive material

Can be used to make a radioactive area, or in crafting other items. When used to make a radioactive area, after a 5 second count, calling "Pouring 5, Pouring 4, Pouring 3, etc" the card is used, and you place a stake with a yellow marking on top to denote a 10ft radiation zone. Making the area does not stop you from becoming irradiated.

Flashlights

Flashlights over ~20 Lumens/Candela must be purchased, Safety lights at or under this brightness (such as a standard 9-LED 3xAAA flashlight) and/or those with a red cover/light may be used freely.

Armor

Armor costs the same per location and must be purchased accordingly (left and right arm, left and right leg, torso and head – 6 total locations).

Different armors provide protection from a different number of hits.

Armors are immune to 1-handed green and white damage, though helmets provide protection to additional damage types. Head and neck armor, and helmets, protect from yellow, green, and blue damage to the head and neck, counting as armor points in relation to the armor type against blue.

Name	Price	Protection	Immunity	Description/Effect
Light armor	4	1	1h-green	Light-weight armor
Heavy armor	8	2	1h-green	Heavy, protective armor

Firearms

Firearms are classified by ammo capacity, and capacity is what a firearm, with or without a magazine, holds at maximum, assuming the minimum magazine size available to you is loaded into it.

The ranges are 1-1, 2-12, 11-24, and anything at or over 25 shots. These limits apply to both internal/revolvers and magazine-loaded weapons.

A weapon is considered a shotgun if it fires multiple shots in a single trigger pull.

A weapon is considered Holdout if it has a capacity of only 1 and requires manual reloading after each shot.

A weapon is considered Manual if it does require pumping/cocking between every shot and fires 1 shot with a single trigger pull

A weapon is considered Semi-automatic if it requires no pump/cock or manual reload to fire shots and fires 1 shot with a single trigger pull.

A weapon is considered Automatic if it requires no pump/cock or manual reload to fire shots and continually fires shots with a trigger pull.

Weapons with combination firing methods must have both firearms paid for

Firearm Costs

Gun Capacity	Manual	Semi	Auto
Holdout (only 1)	4 c	-	-
Pistol (2-11)	8 c	12 c	15 c
Rifle (12-24)	12 c	15 c	25 c
Heavy (25+)	15 c	25 c	40 c

*C = caps

*Energy Weapons x2 cost

*Plasma Weapons x3 cost

*Multi-fire/Shotgun or other unusual features +4caps additional

Other Ranged

Name	Price	Description/Effect
Energy Weapon	x 2	Energy weapons cost double the listed chart price of ballistic firearms
Plasma Weapon	x3	Plasma weapons cost triple the listed chart price of ballistic firearms
Shotgun / Other	+4 c	Multi-fire, Shotgun, or other unusual feature(s)
Rocket Launcher	60	Manual nerf missile or other heavy weapon
Slingshot	6	Slingshot – can fire any ammo type
Bow	10	Bow to fire safety tipped arrows

Ammo

Name	Price	@ loot	\$ reuse	Description/Effect	Damage
Ballistic Bullet	1	X		Standard White/Orange-tip Nerf darts and half darts	Blue
Energy Cell	2	X		Nerf Rival rounds and Hyper rounds	Yellow
Plasma Cartridge	6	X		Mega Nerf darts, Mega XL darts, and Nerf Ultra rounds	Red
Rocket	10	X		Small Nerf rockets/ missiles	Multi-Red
Small Throwing	4		X	Small throwing weapon that does minimal damage	Green

Arrow	4		X	Arrow to fire from bows/ crossbows (can't be stolen)	Yellow
Javelin	6		X	Throwing spear that can be used in melee or thrown at range.	Green/ Yellow

Melee Weapons/Shields

Name	Price	Damage	Size	Description/Effect
Short Weapon	6	Blue	12" - 47"	Standard, swung, melee weapon. May also have a green, thrusting tip.
Flail	8	Blue	12" - Any	Hinged rope swinging weapon. Always does blue damage.
Double-ended	8	Blue	48" - 84"	Double-ended striking weapon. Always does blue damage.
Large Weapon	10	Red	48" - Any	Large swung melee weapon. May also have green thrusting tip
Dagger	4	Green	Any - 12"	Green-only, thrusting weapon.
Spear	6	Green	17" - Any	Green-only, thrusting weapon.
Mini shield	4	None	12" - 13"	Mini buckler with a surface that doesn't exceed 13" at largest point.
Small shield	6	None	14x14" - 20x30"	Small shield that doesn't exceed 20" wide by 30" tall.
Medium shield	8	None	21x31" - 30x40"	Med shield that doesn't exceed 30" wide and 40" tall.
Large Shield	10	None	31x41" - 36x**"	A large shield that does not exceed 36" wide & isn't taller than the user from chin to ankle.

Legendary Items

Across the Wastes you may stumble onto Legendary items and Old-World relics, high-tech rarities that go beyond the usual rules for items. These will be accompanied by a bright index card stating " ♦ Legendary ♦ " and describing the exact rules that govern the item.

ALL Legendary items are dropped if held when you die, and are allowed to be looted upon death if in your pockets. You may never take a legendary with you to respawn. if in your loot pouch, it must be dropped.

These items may allow a player to stretch or disregard certain rules; if you question a player on a rule they appear to be disregarding and they respond "Legendary," you can assume they are legitimately granted a special ability.

The accompanying Legendary Item Card must stay with the item (Staff can re-attach it should it come loose)

At the end of an event, a legendary item must be brought back to game staff, who will mark it down as found by you, to be recovered at future events.

If a legendary item is wearable, but it doesn't fit you, please do not force the item to fit. If this ends up being the case, take the item to gamestaff to discuss alternatives, or to be given a massive caps bonus for returning it to 'bartertown', based on the item.

Perk Cards

Each perk card costs 9 experience to purchase. Each event played provides 3 experience. New players start the game with one active perk slot and may have up to 5 active perk slots. You earn a new perk slot based on accumulated experience. For every 6 points of experience earned, you gain a new active perk slot. You may collect and trade your perk cards with other players, but they are not a lootable item from players. Your active perk cards can be changed during check in, at sun-up, or by talking to a marshall or admin about a fifteen minute npc shift to swap cards. Every player receives a new random perk each event at check in. Additional cards can be earned or found during the event. A few perks below are great perks for a starting character, keep an eye out for them!





See “Nukelanta-Combatants Codex” for a more thorough look at the combat rules and the details of weapon requirements, arms and armor.;

https://docs.google.com/document/d/1b2twg2ww1A6oZycp7DceRzf9maQC_YZd6BfMv1aUooY/edit?usp=sharing

[Nukelanta-Combatants Codex](#)

See “Nukelanta-Merchants Ledger” for more details on items, base costs, and pricing;

https://docs.google.com/document/d/1y8vNR4FdXMuDpbecbdzVf817b8529Qt_q0eJz3D0YEc/edit?usp=sharing

[Nukelanta-Merchants Ledger](#)

See “Nukelanta-Perks and Regulations” For a full list of perks and clarifications on their rulings;

https://docs.google.com/document/d/1tBH4eI2dCnjTImynfWESOXLrXmuXkGVuxKZ1_tYiXKo/edit?usp=sharing

[Nukelanta-Perks and Regulations](#)

See “Nukelanta-The Crafters Manual” for crafting costs, rules, and scrapping conversions;

https://docs.google.com/document/d/1on3ej1YnInecAbt3eEc8_B_gPmBtWO-2rzl8K3CmRg/edit?usp=sharing

[Nukelanta-The Crafters Manual](#)

Airsoft Events

Airsoft Safety/Eye Protection: When airsoft equipment is in play, all players must have full seal eye protection that meets ANSI Z87.1 National Safety Standards equipped all times anywhere on the field, NO EXCEPTIONS. Lower face protection is mandatory for players under 13, and highly recommended to all players.

Blind-Man: If any players or admins see an individual without eye protection during gameplay, they will yell and repeat "Blind-Man!". Gameplay will stop until eye pro is equipped or the player is safely escorted off the area of play. Freeze in place until the Blind-Man is resolved and admins call game on.

Bang-Out Rule: If a player is within 10ft of another, they cannot point blank fire, but instead aim a weapon at their desired opponent and yell "Bang Bang!" which kills their opponent. Players can Bang-Out 2 maximum players at a time following these steps, but cannot do so if 3 or more players are present within 10ft.

Minimum Engagement Distance: Weapons that have higher FPS are limited depending on what they chrono at during registration. The M.E.D. of their

weapons means they cannot engage players within a certain distance, and must use a secondary or backup weaponry if they are within that distance.

Lunch Time Ceasefire/General Cease Fire: From noon (12pm) to 1pm is a Ceasefire of airsoft for lunch, regular non airsoft combat is okay. 8pm is a night time Ceasefire of airsoft for visibility, regular non airsoft combat is okay.

Whenever a Ceasefire is called, follow these steps:

All airsoft weapons must have their magazines unloaded/removed, fired at the ground twice to ensure they don't have a chambered round, and engage their safeties.

Parking Lot Safety: Do not fire any airsoft weapons in the parking lot. Magazines for airsoft weapons must not be loaded until they enter the area of play. Whenever players leave for the parking lot, they must remove their weapons magazine, fire at the ground twice to ensure they don't have a chambered round, and then set their weapon into safety.

Airsoft Grenades: Non-pyrotechnical, sound grenades allowed. C02 simulated grenades are allowed. 10ft blast radius for all grenades. Homemade grenades are not allowed. All grenades must be approved by admins before the event.

Weapon Restrictions

Maximum rounds per second for any airsoft weapon is 35 rps.

LMGs, DMR's must use sidearm/backup for indoor engagements.

No blind firing.

HPA weapons must be chronographed and tournament locked for gameplay.

Airsoft weapons have additional cost based on FPS:

- ≤250-350 fps (no add'l cost) - can be any configuration or classification.
- 350-400 fps (+2 caps) – weapons over this power cannot be a "Holdout", can be any configuration or classification.
- 400-450 fps (+4 caps) – weapons over this power cannot use full auto and must have an optic. Must be a full sized rifle classification. Has a 50ft Minimum Engagement Distance.
- 450-550 fps (+6 caps) – must be bolt action, must be a full sized rifle classification, must have a magnified optic. Weapons over this fps are not allowed. Has a 100ft Minimum Engagement Distance.
- Classic Shotgun (airsoft) is available - 16c +8c per full 30-shell.