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WASTELAND

SURVIVAL GUIDE



WASTELAND

Nuclear holocaust has rendered most of the planet a desert wasteland. Radiation levels are incalculable. A shadowy government agency contracted Vault-Tec to build a network of underground Vaults to house the survivors. The Master has built an army of mutant survivors and outcasts, as well as a fiercely loyal unit of heavily armed soldiers called The Enclave.

DATE

September 9, 2018

LOCATION

C&C Airsoft
50 Lackawanna Dr.
Stanhope, NJ

OPERATION SCHEDULE

Agenda may vary depending on weather and field conditions

- 08:00 – 09:30 Sign-in / Chrono
- 09:30 – 10:00 Greetings, Briefings, and Group Photos
- 10:00 – 10:30 Initial deployment and faction briefings
- 10:30 – 12:00 Phase I “Level 1”
- 12:00 – 14:00 Phase II “Level Up”
- 14:00 – 16:00 Phase III “Advanced Mode”
- 16:00 – 17:00 Endex and Raffle

REGISTRATION CHECKLIST

Be sure to bring these key items with you to the sign-in desk

- Event ticket/Evike confirmation receipt
- C&C NJ and Moondog Industries waivers

Bring the following items to the Chrono Station

- Required safety gear, e.g. goggles, red rags, etc
- ALL rifles to be used in the game

TEAMS

There are three distinct teams fighting throughout the Wasteland. Each faction has their own motivations and ideas on how the Wasteland should be explored, and ultimately, conquered. Uniform requirements will be strictly enforced. Vest color does not matter. Team uniforms are defined by shirt/top color and pattern.

The Union

Uniform: MultiCam/Desert Tan/Atacs patterns (NO black vests, rigs, or plate carriers)
A paramilitary organization from the Southern section of the Wasteland
Facebook: <https://www.facebook.com/groups/326116444205014/>

The League

Uniform: All green and woodland patterns (NO black vests, rigs, or plate carriers)
A survivalist group from the Northwestern section of the Wasteland
Facebook: <https://www.facebook.com/groups/346331648857803/>

The Guild

Uniform: Black and shadow patterns (ANY color vest, rig, or plate carrier)
Mercenaries and hired guns from the Northeastern section of the Wasteland
Facebook: <https://www.facebook.com/groups/879151305448299/>

Non-Faction Players (NFPs)

Non-faction players act as antagonists, allies and guides throughout the Wasteland. Some characters will aid you, for a price. Some character's sole motivation is to destroy you and your entire faction.

The Enclave

The Enclave are a unit of heavily armed soldiers, using almost indestructible Power Armor Suits. The Enclave are generously paid for their allegiance to The Master. The Enclave's power armor renders them invincible inside Raven Rock.

Mutants

The mutants are a human race that could not escape the effects of the nuclear fallout. They are loyal to The Master, and will stop at nothing to rid the Wasteland of interlopers.

Vault Dwellers

The Vault Dwellers have been living in seclusion for the past 100 years. They possess very unique medical abilities, but are scared off very easily.

The Merchant

The Merchant is a self serving, mysterious character. He takes pride and joy in providing the best possible deals on ammunition, equipment and supplies in the entire Wasteland.

The Master

The Master is a shadowy figure, controlling the Wasteland from a secret location. No one has ever seen The Master, and reports on his or her whereabouts never lead to capture and prosecution.

ABOUT

Inspired by the video games **FALLOUT®** and **WASTELAND 2®**, this event will feature unique rules designed to simulate the experience of leveling up and survival/scrounging in a post-apocalyptic world. Teams will compete to earn donations for their respective charities: The California Academy of Science and the Intrepid Sea Air and Space Museum.

WHAT TO EXPECT

Operation:Wasteland is a sci-fi variant of a MilSim airsoft game. All factions start with limited ammunition and must find extra ammo on the field or trade bottle caps for more from the Caravan or The Merchant. Teams must find RadAway Pills and hoard them in their HQ. The team with the most RadAway Pills at the end of the game will be the winner. Teams may attempt to raid other teams' HQ for their Pills and supplies.

GAME PLAY

Each phase of Operation:Wasteland will have specific rules of engagement and authorized weapons. Each phase will also have tasks, missions and objectives that must be completed before leveling up the phases.

PHASES

Phase I “Level 1”

Pistols, shotguns, bolt action rifles and muzzle loaded AEGs. Event supplied BLACK BBs only. Objective: Secure a Vault for your faction to use as a Base of Operations and Storage Center. Vaults are NOT respawn points. The collection and storage of RadAway Pills will begin in this phase.

Phase II “Level Up”

Magazine fed AEGs permitted. Semi-auto operation. Event supplied BLACK BBs only. Phase II will include the majority of the tasks and missions.

Phase III “Advanced Mode”

Personal BBs and full-auto operation permitted
Phase III will bring the episodes unfolding in Operation:Wasteland to a climax. The power grid must be destroyed and The Master must be eliminated.

EQUIPMENT CHECKLIST

Players must bring all of these required items to sign-in. Players lacking any item will NOT be allowed to

play. No exceptions.

- 400fps limit w/ .25g BB's for full-auto capable weapons
- 500fps limit w/ .25g BB's for bolt action rifles
- Full-Seal goggles with retention (No shooting glasses)
- No mesh goggles without secondary eye protection
- Barrel Condom/Blockers (socks and gloves do not count) for all rifles
- (2) red "dead" rags
- Nametape or duct tape your callsign to your vest or helmet
- At least 2 quarts water/hydration
- Field rations (food or snacks as needed)
- Boots (sturdy footwear recommended with ankle support)
- Watch/Timepiece

Adults must present valid photo ID along with both signed waivers (C&C and Evike/NYCAirsoft)

Minors must have a parent signed waiver. FRS/GMRS Radios are required of ALL players

SPECIAL REQUIREMENTS

Players must use in-game .25g G&G BB's which will be supplied to you free of charge. In the Wasteland world, ammunition is in short supply. There are no restrictions on the amounts of magazines you may carry. Personal BBs can be used during Phase 3 ONLY

PROHIBITED ITEMS

- Pea grenades or other pyrotechnics
- TAGINN 40mm "Paladin" and "Pecker" rounds
- All smoke devices must be checked with field staff
- Velocity reducing flash-hider to lower FPS
- Personal BBs except during Phase 3 (Staff will randomly spot check players mags)

GENERAL RULES

1. CONDUCT

- 1.1. Airsoft is a game of HONOR. Please call YOUR OWN hits!
- 1.2. Do NOT call opposing team players out. Calling opposing players out is poor sportsmanship and your side will be penalized.
- 1.3. Do not assume opposing players are cheating. Give them the benefit of the doubt
- 1.4. Players caught attempting to cheat will incur penalty points for their side, and may be ejected from the game without refund and barred from future events.
- 1.5. Players, who attempt to steal, cause bodily harm, or otherwise break the law will be referred to local law enforcement officers and barred from future events.
- 1.6. Subordinate players should observe and respect game ranks/positions such as Squad Leaders, Platoon Leaders and, of course, your Commanding Officer.
 - a. Rank is a tool to provide structure for an enjoyable game. Ranking officers should always remember this is just a game.

2. SAFE PLAY

- 2.1. Eye protection (See EYE PROTECTION rules) must be worn at all times in a playing area.
- 2.2. If a player loses their eye protection or has a medical emergency, they should immediately call "Blind Man." Field Refs or Game Staff should be contacted immediately to pause the immediate area of the game until the affected player pronounces "All Clear", at which point supervisors will signal the game to continue. In the absence of game supervisors, nearby players should wave their red rags in the air to indicate a blind man call. Once the affected player pronounces "All Clear", players should return their red rags to their pockets and yell "All Clear."
- 2.3. NO blind firing. You must be able to see along the barrel of the gun you are firing with your own (no using mirrors or devices to shoot around obstacles).
 - a. NO firing through gaps or holes smaller than your head to allow your to adequately see your target and allow your opponent a fair way get a gun hit.
- 2.4. At NO time should any player ever hit another player from an opposing team with his own body or in anger with anything other than an approved MELEE weapon
- 2.5. Exercise good sportsmanship and refrain from over firing your target (excessive firing) especially at close range
- 2.6. When possible aim for a the plates or padded areas of your opponent

3. EVENT STAFF ROLES

- 3.1. Embedded Referee (EMBED): A game staff member that is embedded with factions and plays as a normal player when not occupied with their special duties:
 - a. Observing and enforcing compliance with game rules of all the players in their faction. All players, including the faction CO must comply with Embed rulings.
- 3.2. Commander (CO): The overall leader of a faction who will issue orders and assign tactical goals and missions

4. GAME OBJECTIVES

- 4.1. Find RadAway Pills and horde them at your team's HQ
 - a. Additional bonus missions will be broadcast over FRS/GMRS radio
 - b. Find bottle caps or loot them to trade from the CARAVAN

5. GAME PHASES

The game will be split into 3 distinct phases to simulate the “leveling up” similar to an RPG video game. This provides a unique spin on normal airsoft game play and requires a higher standard of maturity and intelligence.

5.1. Phase 1 “Level 1”

Players restricted to the most basic weapons with lower FPS and ammo capacity. All guns semi auto mode. Bonus mission to gain AEG magazines early.

- a. Semi-only gas pistols with standard length mags.
Auto capable pistols (eg. M9, Glock 18, M92) must be set to semi-only and without shoulder stocks
Small SMGs are not allowed (eg. MAC11, MP7, MP5 PDW, MP9, etc.)
- b. Bolt action rifles
- c. Springers (pistols, shotguns, etc.)
- d. AEGs loaded through the muzzle, without magazines

5.2. Phase 2: “Level Up”

All players guns level up and the following weapons and accessories become available. All guns semi-auto mode. Bonus mission to upgrade to full-auto:

- a. GBBRs (semi-only mode)
- b. SMGs (semi-only mode)
- c. AEG with standard sized mags.

5.3. Phase 3 “Advanced Mode”

Player’s guns are “upgraded” and most airsoft gear may be used

- a. Guns may fire in full-auto
- b. Extended mags, Box mags, C-mags, electric Hi-Cap mags are allowed
- c. Specialized heavy weapons may be used

6. BB HITS

- 6.1. Body, clothing, and gear hits count
- 6.2. Friendly fire counts (yes it sucks but you’re hit)
- 6.3. Ricochets count (because ricochets can kill you in real life)
- 6.4. Gun hits disable the weapon (until the player RESPAWNs)
 - a. Hits on DISABLED weapons count as a body hit
- 6.5. When hit by gun, rocket, grenade, mine, etc. players should immediately:
 - a. Call “Hit!” and seek cover
 - b. When out of the line of fire, wave your red rag above your head vigorously, then tie it around the front sight of your gun.

Expect to be hit multiple times while getting your red rag – don’t get mad, GET BEHIND COVER. Please keep in mind most players cannot hear you while firing their weapon. Your red rag is the primary signal of being hit. Red ball-caps are not acceptable substitutes for red rags.

7. BLEED OUT

- 7.1. After waiving your dead rag, sit or lay down in the field for a 3-minute BLEED OUT period simulating a CRITICALLY WOUNDED soldier.
 - a. CRITICALLY WOUNDED may not stand. They must sit down or take a knee.
- 7.2. CRITICALLY WOUNDED players may warn teammates of immediate danger but may not engage in communication (ie. “Be careful, there’s enemy inside.” Is O.K. but “There’s a sniper about 100ft to the left of that tree. Flank him to the right.” Is NOT)

8. LOOTING

8.1. During your BLEED OUT enemy players may loot your body (simulated).

- a. Enemy players must approach you, shake your hand and ask you for your ammo.
- b. You MUST give them all of your BB's in bags, magazines and speedloaders.
- c. They may not ask you to toss your ammo or ITEMS to them.
- d. Dead players may NOT keep ITEMS and bagged ammo.

9. KIA (KILLED IN ACTION)

After 3-minutes a CRICALLY WOUNDED player becomes KIA

9.1. KIA players will assume a non-combative posture and quickly remove themselves from any direct fire proceed in the most direct route to their team's RESPAWN

- a. Players should put a red rag on their head and tuck it into their goggle strap
- b. Players should sling or stow their weapons

9.2. DROPPING LOOT.

- a. Any RadAway Pills, spare BBs or other scenario ITEMS must be dropped in or on the nearest structure or man-made object (eg. Barrel, crate, etc.)
- b. If no man-made object can be found, the player must find the nearest live player (enemy or friendly) and hand over their LOOT and spare ammo.

10. RESPAWN

10.1. Players must wait a minimum of 1-minute at SPAWN before returning to play.

10.2. Dead players will organize themselves into (4) man squads to return to play

10.3. If after 10 minutes, IF there are less than 3 players are available at SPAWN, the available players may return to play.

10.4. Respawned players and their guns return to full function.

10.5. Player may not use SPAWN areas for cover

10.6. Players may not engage in combat within 30ft of SPAWN

10.7. Players may NOT bring RadAway Pills, bagged BBs or other scenario items into their SPAWN; those items must be left in the field.

11. NFPs (Non-Faction Players) SPECIAL RULES

11.1. Super-MUTANTS and players wearing POWER ARMOR, have extra stamina or advanced armor and can take additional hits before expiring

a. MUTANTS take (3) BB hits before they BLEED OUT

b. ENCLAVE POWER ARMOR takes (3) BB hits before overheating and player simulates powering

down (bow) and will remain inactive for ≥ 30 seconds or more. After 3 POWER DOWNS the ENCLAVE player BLEEDS OUT

11.2. NFP players RESPAWN in the field after they BLEED OUT by moving away from sight of live players and returning to play

11.3. Players may not follow dead NPC players and must allow them space to respawn

12. 15' MINIMUM SAFETY DISTANCE

There will be no 'bang-bang' rules for close range engagements

12.1. Players should exercise good judgment and sportsmanship and refrain from shooting live players closer than 15ft away by taking a few steps away before firing.

13. SURRENDER

- 13.1. Players who catch an enemy unaware and 'Dead to Rights' may ask them to "SURRENDER" to let them call themselves hit without actually being shot.
- 13.2. Enemy players who agree to SURRENDER will raise both hands up and then conduct themselves as if they were hit and CRITICALLY WOUNDED
- 13.3. Players may NOT fake a surrender or change their mind once they raise their hands
- 13.4. Enemy players who do NOT SURRENDER may be fired upon with care

14. PARLAY

- 14.1. If two players surprise each other closer than 10 feet in their forward arc, one should call "PARLAY" and allow both players back off until both players are behind cover. This is a safety call to avoid point blank exchanges.
- 14.2. Calling "PARLAY" is not mandatory but shows you are exceptionally honorable.

15. GRENADES and RPGs

- Grenades are problematic weapons in airsoft; players must exercise both caution and patience. Be prepared to remind/educate your target of grenade rules
- 15.1. Hand grenades must expel a gas or BB to have effect
 - a. Dud grenades that fail to go off, do NOT have an area effect
 - 15.2. Hand Grenades used outdoors have a 15ft area effect, so that any players within 15ft of an exploding grenade are considered automatically hit.
 - 15.3. Players with hard cover between them and the detonated grenade are protected from the blast
 - 15.4. Hand Grenades must be tossed under handed
 - 15.5. Players must loudly yell "Frag Out!" prior to tossing their Hand Grenade, to reduce the chance of enemy players getting hit in the face by a thrown grenade
 - 15.6. BB Shower shells will be treated as BB shotguns against outdoor players
 - 15.7. RPG Nerf warhead/BB Shower shells fired into the doorway of a 4 walled structure will be treated as a hand grenade going off in the center of the room
 - 15.8. RPG Nerf warhead/BB Shower shells fired on POWER ARMOR or SUPER MUTANTS will cause an immediate KIA
 - 15.9. If possible get an Embed to officiate your grenade attack

16. CLAYMORES AND MINES

- 16.1. Any player struck by a BB expelled by an airsoft Claymore is HIT
- 16.2. Any player sprayed by the dust cloud of an airsoft mine is considered HIT
- 16.3. POWER ARMOR or SUPER MUTANTS will count this as a KIA

17. MELEE WEAPONS

- To keep with the theme, padded Nerf weapons rubber knives and foam throwing knives may be allowed, but only by mature players as airsoft games are not SCA or martial arts competitions.
- 17.1. Items must be approved by GM or Field Safety Staff
 - 17.2. A hit by a Melee weapon will treated as a BB hit in regards to CRITICAL WOUNDS
 - 17.3. Nerf and Airsoft shields will absorb unlimited MELEE hits but only (1) BB hit
 - 17.4. Players may not aim for the face
 - 17.5. Players may not stab with or throw rubber knives
 - 17.6. Foam weapons may not swung with full force

18. SPECIALS WEAPONS, HEAVY WEAPONS, PROPS

Players wishing to use heavy weapons (heavy MG, rocket launchers etc.), steam punk props or other unusual airsoft weapons, should contact the GM for approval

19. CHRONO

19.1. Any un-tagged gun found in the game is grounds for immediate disciplinary action. It is the player's responsibility to make sure his/her gun is properly inspected and tagged before the game.

19.2. Players must report to the chrono station with a FULL magazine. The Staff Member will insert the testing BBs into your mag, so leave room for 6 test rounds.

a. Players will unload their personal BB's before the start of the game

19.3. Weapons will be chronographed using the staff's Matrix 0.25g BB's

OK < 385 fps

Caution 385-400 fps

NO GO > 400 fps

Bolt action sniper rifle ≤500fps

19.4. All weapons are subject to staff spot checks throughout the event.

19.5. Velocity reducer flash-hiders are NOT allowed because they are not reliable

20. FACE PROTECTION

Face Protection is REQUIRED for all players under 18 years old

20.1. Minors must wear a hard type full or half-face mask

Paintball Mask

Metal Mesh

Plastic (Save Phace, Cactus Hobby, Sensei, etc.)

20.2. Face protection highly recommended for adult players

21. EYE PROTECTION

ANSI Z87.1 rated eyewear is required to be worn by ALL players.

21.1. Eye protection must have a rubber/foam/soft material seal that closely conforms to your facial features.

a. Shooting glasses without a conforming seal will NOT be allowed

21.2. Eye protection must be secured against the head via tight elastic or adjustable strap that pulls flush against the head.

21.3. Players wearing mesh goggles must wear a secondary solid plastic lens type goggle under it to protect the player from BB shrapnel.

a. Wire mesh goggles should be made from stamped steel and not deform from repeated close range hits.

21.4. Eye protection will be checked as part of morning inspection during sign in. If your eye protection does not meet the above standards, you will not be allowed to play.

22. HYDRATION and RATIONS

Players are responsible for their own food and snacks during the game

22.1. A portable water storage device such as a Camelbak or canteen is mandatory gear carried by all players

a. Players should bring additional hydration to their faction's start point which will serve as your team's forward staging point

b. Players may refill their canteens at faucets at portable water stations deployed by the field staff

22.2. Players should bring snacks or a small meal with their gear and should eat in the field when opportunity permits (i.e. While in Triage waiting to re-spawn)

GAME PHASES

The overall game will be split into 3 Phases, which will simulate a FALLOUT® player starting at XP Level 1 and progressing to higher levels, skills and equipment upgrades

Phase I 10:30-12:00

- Players restricted to semi-only weapons: gas pistols, bolt action rifles, springers and muzzle loaded
- AEGs without magazines
- Teams must unlock a vault to claim it as an HQ (experience with soduko puzzles required)

PHASE QUEST: Vault Race

Teams start scattered in the field and must claim a Vault as their HQ. The Vault door can be unlocked by Hacking the Code and confirm it with the Broadcaster. REWARD: 1000 BBs and 10 Caps

SIDE QUEST: The Nuka Cola Challenge

When announced on Fallout Radio, the first team that can turn in specially marked Bottle Caps to the Caravan. REWARD: AEG magazines, GBBRs, and GBBSMGs can be used

Phase II LEVEL UP 12:00-14:00

- All players guns level up: AEG with mags, GBBRs, and GBBSMGs become available
- Players are restricted to semi-only
- Player may not use extended magazines
- Speedloaders and mags may be looted for BBs
- Bonus missions to upgrade to full-auto

PHASE QUEST: You Gotta Shoot Em in the Head

When announced by Fallout Radio, the teams must hunt down a member of opposing teams and prove they have killed them with a photo. REWARD: 4000 BBs & 10 Caps

SIDE QUEST: Are You Ready?

To be announced on Fallout Radio. REWARD: Guns are upgraded to full-auto

Phase III ADVANCED MODE 14:30-16:30

- All Players guns level up and may fire in full-auto
- Player may use extended and box magazines
- Players may use their own BBs

PHASE QUEST: The American Dream

Raid the Enclave base at Raven Rock and deal with The Master.

Part 1: Control the Power Station for 10 minutes to take down the electrical fence around the Raven Rock Control Tower REWARD: 10 caps

Part 2: Kill the mutants, loot the Nuka bottle and safely return it to your HQ. REWARD: 1 RadAway Pill

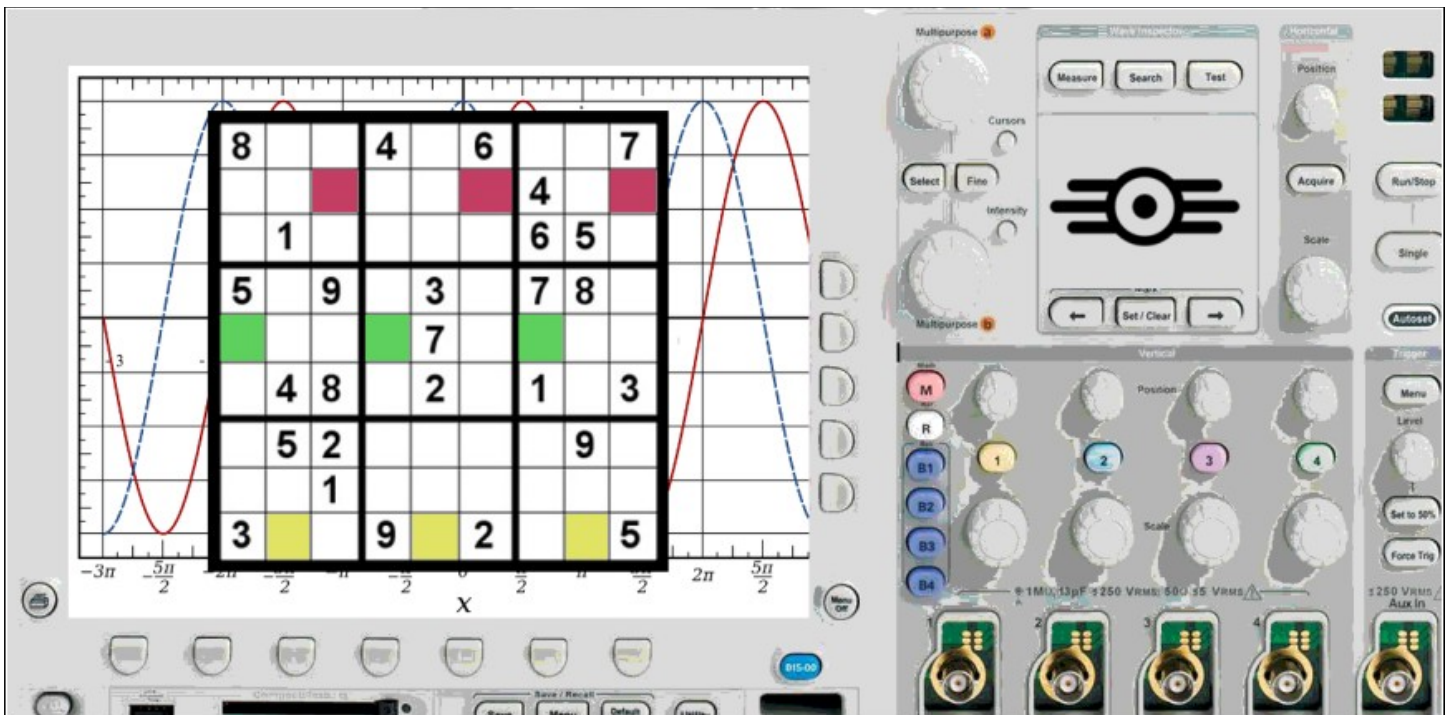
Part 3: Immobilize the Enclave and kill The Master. REWARD: 20 caps

HACK THE CODE

VAULT doors and other computers can be hacked by decrypting the access code numbers in a Control Panel puzzle (below). Some puzzles will have one number already revealed to make it easier to solve.

Directions:

- Find the missing numbers in the BLUE boxes
- Use the numbers 1 through 9 (each number can only be used once per row)
- Contact The Broadcaster to confirm your vault combination



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WASTELAND QUICK REFERENCE SHEET

GAME OBJECTIVE

Collect and horde RadAway Pills

Hit Rules

- Body, weapon and gear hits count
- Friendly Fire counts
- When hit, seek cover and wave your red rag

Bleedout (Critical)

- Players: (3) minute bleedout
- Power Armor: (3) hits to OVERLOAD
 - ~30 seconds to REBOOT
- (3) OVERLOADS = KIA

RadAway Pills

RadAway Pills do not contain any materials of value in the Wasteland. Do NOT attempt to open any RadAway Pills, just horde them.

Radio Channels

- 3: The Union
- 6: The League
- 9: The Guild
- 12: Staff/NFP 2: Alt. Staff
- 20: Reserved for emergency use

Operation Schedule

- 08:00-09:30 Sign-In and Chrono
- 10:00-10:30 Initial deployment
- 10:30-12:00 Phase 1 (Semi Only)
- 12:00-14:30 Phase 2 (Semi with mags)
- 14:00-14:30 Break
- 14:30-16:30 Phase 3 (Full auto)
 - Personal BBs OK
- 16:30-18:00 Endex and Raffle

Essential Intel

- Do not yell at enemy players for not calling hits
- Act like an adult to be treated like an adult
- Play to have fun. Don't be a douche

September 9, 2018
C&C Airsoft
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