

Geigerlands 3: Pit of Misery

Story

The Rad Storms are parting, the passage leading into the Geigerlands has opened. The brave and daring again enter into these blasted lands, for harmless exploring, or nefarious raiding. Its hollow halls and shattered walls hum with the sound of Old World Treasure, untapped scrap, and dangerous tools of wars past.

The Asylumed are furious with any measure of change in their world, the hilltop houses store their culture and lore. Change is blasphemy, intruders are interlopers. The treasure seekers, explorers, scrappers, and scroungers are wary of the tunnels, and what the descendants of the Old World have left to hold these untouched structures. An array of explorers risk their lives to discover the secrets of the past to line their pockets, to elevate their legend, to embolden their factions, and to claim dominance in the pits of misery that are the Geigerlands.

The year is 2289, temporary settlements and homes have been built, the merchants peddle their wares, the explorers open every door and travel tunnels in utter peril, and the Raiders watch in wait for both to become vulnerable. The Geigerlands have become a place of quiet terror.

Dressing and Acting the Part

Geigerlands removes itself from the typical airsoft experience, combat in game is a small part of the overall experience. Roleplay, negotiating, alliances, and through roleplay are the primary path of interactions for nearly all deals, and even some fights too. Although the option to go for constant fighting is available for those who want it, exploring every aspect of the game and missions of the event will require you to act or roleplay in some capacity.

From acting out a mercenary just looking for work, a scavenger scrounging for clean water, to a scam artist trying to sell a wonder drug that kills people, the variety of ways to play, dress, and act are almost limitless. Move outside your comfort zone, don't show up in full BDU and plate carrier, show up like a struggling waster, a mercenary looking for work, a merchant peddling chems, anything other than what you are expecting. It's not dressing for decorum, but decoration.

Economy

Geigerlands uses colored bottle caps for currency, each color represents a different value in game. Colored caps are provided on site, junk caps can be brought by wasters, but merchants can elect to flat out refuse to use them as currency. Values are as follows:

Colored Caps	Value
Yellow Cap	1 Cap
Red Cap	10 Cap
Gold Caps	50 Caps
Junk Caps	$\frac{1}{4}$ Rounding Down

Alignment

To allow for immersive roleplay and an opportunity to interact with people knowing where they morally stand in the world, once you register for the event, you will be asked for your alignment:

Green: Good, will not ever work with Evil Karmic characters, but will work with Neutral ones.

Yellow: Neutral, can attempt to interact with everyone, but will never truly be friends with people outside this alignment.

Red: Evil, will shoot Good Karmic players on site, and give neutral characters a chance at running or talking their way out of danger, and sometimes work with them.

Blue: Admin/NPC cannot be killed, do not attack.

Factions

The Wasteland is rich with factions and groups vying for control over what scarce resources remain. Below are some of the more prominent factions to join:

Sunshine Band Merchant Caravan (Good-Public): Good Aligned Merchants that opened the trade route to enter the ruins of this Old World Treasure Trove. Good hearted and shrewd traders, they maximize customer satisfaction to ensure a hard core cliental to always return. The newly established Sunshine Station always has work and caps for the adventurous, with an assortment of heavy weapons to further back themselves up.

Asylumed (Evil-Private): With their ancestors dating back to the insane admitted to the hallowed halls of horror before the bombs dropped, the Asylumed are a community of savage folk that claim the Geigerlands as rightfully theirs. Raiding the storerooms of on site US Army Power Armor centuries ago, the

Asylumed Clans are led by elders clad in these ancient suits of war. Calling the Geigerlands sacred, and the ruins home, trespassers are labeled "interlopers", these savage folk strike outwardly for food and capture for appeasement to their malevolent lord, whatever that may be.

The Rust Men (Evil-Public): The ways of the Rust Men are from following a mythological king of gods, the Rust Father. The Rust Father is the one they believe grants the strength of creating things from scrap found throughout the Wasteland. The Rust Father watches over all the Rust Tribes, picking those he deems the greatest and truest followers, granting boons and powers not seen amongst normal folk. The way of Rust is simple, collect junk and scrap to use to build or trade, no matter what.

Rad Storm Survival Events

The last 30 mins of the day, a Rad Storm crosses the Geigerland. Factions and Wasters must fight and negotiate their way into designated Shelters to survive. The Asylumed take this opportunity to stage an attack on the Wasteland during the Rad Storms, either attacking the vulnerable, or much worse. Be vigilant, make friends, work with settlements, your very life depends on it.

Shelters

We have created rules that allow player factions to establish towns and settlements, and use them as resources for both their enjoyment and gameplay. Buildings will have a radiation sign on them indicating they are a Shelter against Rad Storms, and display the maximum number of people that can shelter in place during a Rad Storm at the end of each day. Along with this, a requirement for the maximum number of people sheltering in place will be controlled by faction leaders and staff at the locations.

Once Wastelanders have powered and secured a shelter, it is a Green Zone, and permanently sealed until the end of the Rad Storm.

Resource	Personal Allowance
1 Food Packet	1 person
1 Fusion Core	3 people

Settlements

A limited number of building interiors are available for factions to claim, these interiors are "Settlements". Factions can claim two parts of the interior of designated buildings. One part as "out of play", and the other as "in play". The "out of play" section is roped off with staff provided rope/tape. If you see a roped off location inside a building interior with players personal effects inside, do not touch or modify anything behind the roped off area. The

“in play” section is open to player traffic and interactions. All Settlement claims will have staff permission and supervision to ensure buildings aren't entirely taken out of play.

Building M: Basement is the Asylum Settlement.

Building 1: Available for up to 2 factions to claim as a Settlement.

Building 7: Available for up to 2 factions claiming it as a Settlement.

Building 4: Available for up to 2 factions claiming it as a Settlement.

Perks

Much like an RPG, the Geigerlands was designed for players to build characters in a way that reflects who they are, along with the option to participate in settlement management and survival. The number of perks you may select is dependent on your ticket for the event, with a normal ticket allowing for the selection of 4 perks.

Perk	Description
Archer	May use a Nerf or similar style bow, must not be modified, and must be store bought. Admin Approval required.
Bloody Mess	Ignores all armor with melee weapons, must yell Bloody Mess!
Bodyguard	+1 health, must be in eyeshot and earshot of your Faction Leader. Does not stack.
Cannibal	Must be Evil, Wastelanders that are wounded and bleeding out may be cannibalized. Declare you are cannibalizing a Waster, the players involved must be out of combat or roleplay. When a Wastelander is cannibalized, that Waster must respawn to return to play. 10 minute cooldown.
Caravaneer	Requires Traveling Merchant Perk, can use a hand cart as a Spawn Point, at the owner's discretion. Must have a physical cart.
Chemist	Can refill Stimpaks by giving them to Merchants and Vendors.
Faction Leader	Requires 10 plus Wastelanders registering as your faction. If wounded by any weapon, yell “Faction Lead”, continue as though not hit. Doesn't count as being wounded, can only be used once per life, must find a Wasteland Doc to reset. Does not stack.
Field Surgeon	Can bring back one player that has run out of health and has been killed, every 10 minutes at players discretion. Must have Wasteland Doctor and Bandages.

Fix It Good	Can repair Broken Power Armor with a Plastic or Foam wrench and or Hammer. Can only be used once per 10 mins. Can also be used for Quests, Mission, etc.
Four Leaf Clover	Dialogue only, when declared, the person you are conversing with cannot use any perks for the duration of that conversation. 10 minute cooldown.
Grenadier	May use approved frag/pyro. This perk is the only way to use approved frag/pyro.
Good Doggy	Must have a stuffed dog plushie of decent size. Players must have this plushie on their persons at all times. If a player with Good Doggy is wounded, the dog can count as having taken the wound instead, not the player. The player can elect to yell "sick'em!" and throw the plushie at an enemy, wounding a player hit with said plushie. The dog cannot be used in any form again until reset or "healed" by a Wasteland Doc once used. Does not stack.
Ghoulish	Must dress the part of a Ghoul, minimum of painting your nose black. You have +1 health, does not stack, cannot take any perks that work like Legends of the Wastes, influence payments, or rewards.
Hard Bargain	Always get better deals buying or selling. Requires an RP Check to sell it!
Home Defense	Allows for a settlement to have a defense gun, see rules for "Settlement Defense Guns".
Idiot Savant	Like Legends of the Wastes, but the character is a non-malicious impression of an "Idiot". Act like a caveman, a man lacking wit, Earthworm Jim, etc.
Last Laugh	Must have Grenade perk. Once you are wounded, or die, yell "Last Laugh!" then pull a grenade, pull the pin and drop it where you died, no tossing, no throwing, drop.
Legend of the Wastes	A player using this perk may ask a favor of another playergroup, or even faction that should be granted in good faith by those that listen and are convinced. The Legend must improvise and tell a story about why the favor is owed, or why an action is completed.
Merchant	Will start the game with assortment caps, with the expectation that this player will sell their own wares or

	service. Roleplay is required and intentions must be explained when signing up.
Mute	Cannot talk at all, Period. Cannot be Hard Bargained, Legend of the Wastes'd, Lucky Bastard'd, or Idiot Savant'd. Cannot take any perk cards that require you to yell or talk for functionality.
Ninja	May throw one-handed melee weapons a short distance.
Nuka Chemist	Can use Nuka Cola to heal other players and yourself. Must pour out or drink half a bottle of Nuka Cola, 10 minute cooldown. Nuka Cola must be from in game vendors only, no outside props or substitutes. Cannot use any other healing perks if selected. Must have Chemist Perk.
Ordinance Express	May use Launchable Projectiles and their corresponding launching systems ie, Taggin, Nerf Rocket Launchers, etc.
Pack Rat	Can Carry a singular, <i>sandwich sized</i> Ziploc Bag that cannot be Looted. Bag will be provided by staff only.
Power Armor Training:	May Use Power Armor. Cannot take any perks that increase health or negate health. See restrictions.
Quack Surgeon	Must have Wasteland Doctor perk. Revive wounded players with an assortment of items outside of combat. Must be a combination of 3 random objects. (ie, a branch, a piece of rope, and a nickel.) Cannot be used to revive killed players, only wounded.
Science!	Can Make Hard Bargain checks for science related things and using role-play, also can be used for quests and missions. Fusion Cores count as double resources.
Scrounger	Instead of 1-3 caps per scrap, 3-5 caps per depending on the vendor. Recovered resources for shelters count as double.
Sniper	Can use bolt-action sniper weapons, excludes bolt action weapons that are classified as "rifles" at chrono.
Wasteland Doctor	Can revive other players using bandages, at their discretion. Can carry 3 bandages only.

Health, Wounds, Stimpaks and Respawns

All players will have 2 "health". When a player is hit with either a ranged or melee attack, they are wounded, losing one of their two health points. Wounded players start a 5 minute bleed out period, and during which they may be healed and return to play. After this 5 minute bleed out period, if they are not healed, they die and must respawn at a designated respawn point. Players will need to respawn after becoming wounded a third time, after they bleed out, with zero health points remaining. They will need to go to any available respawn point. Once a player respawns, health points reset.

Respawn Points: Are located at merchant towns, settlements at their discretion, or Public Spawn Points. To respawn, simply move to that respawn point to return to play alive. You cannot spawn at any of these points if they are under attack.

Healing Wounded Players: Can either use Stimpaks, or be treated by a Wasteland Doctor using bandages. Bandages must be wrapped/ fastened around the wounded player's arm completely for them to heal.

Bandages: Administered by Wastelanders that have the "Wasteland Doctor" perk. Can heal wounded and bleeding out players.

Stimpaks: Represented by blue syringes, one time use and self administered. Can heal wounded players. Must press the plunger down to represent being used, can be reset unless taken to a vendor, merchant, or player with corresponding perks to refill.

Super Stimpaks: A golden Syringe, extremely rare, can be used to revive other players repeatedly, cannot be self administered.

Weapons and Ammo

No full auto in any capacity except for settlement defense guns. For Wastelanders weapons, they are allowed to bring either 1 high cap magazine, 3 mid cap magazines, 10 shotgun shells, or 10 Hater Disks. None of these may be box magazines or extended magazines in any way, shape, or form. Wastelanders may not reload their weapons on their travels, but instead must reload their weapons at any designated Settlement, parking lot, or safe location they have their equipment and ammo stored at. Some "NPC" players with staff supervision may be using heavy guns and fully automatic weapons for scripted events.

Boffer and Melee Weapons

In the Geigerlands, guns are hard to come by, some Wastelanders may use boffer weapons to survive. Foam, boffer, and conventional airsoft melee weapons are allowed for the event. Not needing ammo that conventional weapons require, melee should see heavy use during the event, especially in tight tunnels and buildings.

Boffer weapons are homemade or store bought melee weapons that follow very simple steps to construct and use. They will need to be checked and approved by staff, and all melee weapons used during the event need to be made explicitly for mock or soft melee.

All boffer weapons must be admin approved during registration. Nerf and Cold Steel weapons are allowed. Do not use extraordinary force to fight and dispatch opponents, a light tap will be more than sufficient to kill. Malicious or egregious use of any melee weapon will result in a warning or expulsion from the field.

Settlement Defense Guns

A perk card taken by an admin approved settlement will be allowed a singular SAW of the factions choosing to setup as a "Settlement Defense Gun" This is a weapon in a fixed position located within a settlement, before the game starts, designate a location to affix the gun, then keep in that location for the entirety of the day. These weapons are allowed to use player provided ammo and full auto. Defense Turrets cannot be replaced with player weapons.

Wearing and Using Armor

All armor must be approved by staff before the event. You may only ever take one armor class, they do not stack. To have armor count as taken a hit, it must also be physically hit by that attack to be negated.

Armor: Can take 2 hits of Melee or Ballistic

- Must cover at least half of your body. Must have a semblance of uniformity and effort in appearance. NCR Trooper Armor from the Fallout NV is a prime example. Please confirm with staff that your kit meets the requirement to be considered armor for the event, before startex.
- Armor will "break", and needs to be repaired by either someone with the "Fix it Good" perk, or a merchant/vendor that has the ability to do so.
- Armor only resets when you repair it, not if you respawn, and is treated like you aren't wearing anything until repaired.

Power Armor

In the Wastelands of Post-America, powerful pieces of pre-war armor are scattered throughout, clever and ingenious Wastelanders have made the suits functional again for their benefit and added protection. Power Armor must cover the entirety of your body, roughly mirroring the look and size of armor in the Fallout Series. Power armor users can be stunned if one of their Weak Points has been hit, to which then they are stunned for a period of 30 seconds. Wasters can use melee weapons to permanently kill Power Armor users while stunned by dispatching them with their approved melee weapon. Once killed, power armor is considered "broken", and must be repaired with the Fix it Good perk from another player. Until fixed, the "broken" power armor does not benefit from the Power Armor rules. Suits of Power Armor must be approved by

staff organizers before the event by submitting photos of you wearing the armor and a brief description of your intentions.

Legendary Power Armor must have 3 total Weak Points. 1 Weak Point around the user's naval. On the rear, 2 on the shoulders facing outwards. All suits of power armor must use the following as Weak Points and firmly affixed to them; 2 2 ½ metal jar lids, Desk Bells, or Cup Pulls.

Normal Power must have 5 Weak Points total. The front of the armor must have 2 Weak Points, one on each of their shoulders pauldrons facing outwards. On the rear of the armor, 2 Weak Points must be affixed to the shoulders facing outwards, and a third must be placed center mass on the torso section.

When submitting power armor for staff approval, please send the following items:

- A picture of all sides of the armor worn by you (front, back, rear, etc).
- A picture of a front and rear sets of either Jar Lids securely fastened unto the suits shoulder in sets of 2.
- Intent or story behind your use of power armor.

Power Armor: Must be hit on a "Weak Point" to stun for 30 seconds, the user will take a knee until the 30 seconds are over. Must be melee'd while stunned to be killed.

- Must Cover Entire Body
- Must be admin approved prior to the event
- Must have approved "Weak Points" affixed appropriately.
- Must Look the part

Legendary Power Armor: Must be hit on a "Weak Point" to stun for 30 seconds, the user will take a knee until the 30 seconds are over. Must be melee'd while stunned to be killed.

- Must Cover Entire Body.
- Must be admin approved prior to the event.
- Must have approved "Weak Points" affixed appropriately.
- Must Look the part.

Looting

In the post-apocalypse, resources are scarce, fought over, and sometimes earned from violence. To add to the immersion of lawlessness and difficulty of acquiring goods, we have added a looting system, which goes as follows:

- Declare one pocket on an outfit or backpack on a wounded player that is bleeding out.
- The looted player will remove the contents themselves, any contents allowed to be taken must be removed.
- You can only loot a handful of anything, items larger than your hand count as a handful.

- Players can only be looted once per bleed out. Only caps, relics, ammo, and settlement resources can be looted, any other items must have consent from the wounded player.
- Merchant stands can be looted with consent from the owner of the stand, no exception

Junk and Scrounging

In the Geigerlands, you can collect “scrap” and “junk” for caps and quests. This is either actual garbage, or props for particular missions. If you take anything but props or literal garbage, the staff will ask you to return these items to where they were found. Finding allowed junk and scrap will fetch a price from the myriad of merchants dotted throughout the Geigerlands, return with your findings and start negotiating!

We ask that if you take scrap, scrounge, or junk, that it is only literal. This excludes things like paperwork, historic documentation, and real relics of the past, taking only literal garbage on site is permitted. Do not destroy or modify buildings and props. Some scrap/junk will have a color sprayed or added to it to signify it can be taken.

Staff and Admins

Geigerlands staff are embedded admins. What this means; staff will purposely be dressed as Wastelanders, while also being available for rule enforcement and other, more serious needs. Admins will have a *Blue AND Hi Vis Green Armbands* representing their role as a staff member, while still dressed in an outfit for the event and interacting with players.

Event General Rules

1. Full Seal Eye protection that meets ANSI Z87.1 High Impact Requirements or greater are mandatory for attendance, including approved eye wear with Full Seal Kits Installed are mandatory (i.e. Oakley glasses must have a rubber seal kit installed).
2. Lower face protection mandatory for players under 18, examples are: Mesh Lower, Cloth Lower, Sports Mouth Guard
3. Safety word of the day is “Blind Man”. When this safety word is called, stop any activity/movement and remain in place until “Game On” has been called. This phrase covers many issues, from lack of eye protection, to real world emergencies.
4. Real Steal of any kind is FORBIDDEN (knives, guns, etc.).
5. Event Organizers and Admins reserve the right to make judgment calls and rulings on the field, admin word is gospel, it is the final and only ruling.
6. Taggin AFG-4 grenades are allowed, all other Taggin product are not allowed.
7. Cold-Burn smoke grenades use will be determined “week of” the event due to conditions on the field.
8. Simulation sound, and pea/bb type grenades are not allowed outdoors.
9. No Riot Shields.

9. Go Pro/Action Cameras must have any red-light source covered or off.
10. War Crimes will be tallied, completed, and called at the admin's discretion.
11. Dead Rag and Deadlight are mandatory.
12. Flashlight/Weapon light are also required as sections of the facility are dark, and gameplay will continue until after dark.
13. Event Staff will be wearing Red/Orange Shirts, do not shoot staff.
14. Gloves and good outdoor footwear are highly recommended.
15. Do not go near, shoot near, or attempt to modify AstroTurf.
16. All weapons must be placed inside a gun case until inside the interior of the A0.

Indoor/Building Rules

1. Do not deploy smoke indoors, period.
2. Do not deploy projectile/grenade launchers indoors.
3. Do not close, lock, or modify already existing doorways, door frames, and windows. These doors specifically are government owned and can only be opened by the fire department if locked. No ladders are in play.
4. Areas that are off limits will be marked with tape. Do not access these areas.
5. Do not purposely damage indoor fixtures, environments, furnishings, etc.
6. Do not obstruct or block walkways, doorways, door frames, etc.
7. Basement M is out of play
8. No roof access, period
9. No tunnel access, period
10. Do not attempt to access already blocked off or closed areas designated by the event organizers.
11. No Full Auto inside buildings

Weapon Classification and Rules of Engagement

Rifleman/Shotgun -1.55J with .32 BBs

- No Minimum Engagement Distance.
- Semi-Automatic fire only.
- Shotguns: Maximum 3 burst fire only, if found exceeding 3 rounds per action, player is immediately banned from A0.

2. DMR Rifles - 2.0J with .32 BBs

- 50 Minimum Engagement Distance.
- Semi-Automatic fire only.
- Mandatory sidearm/backup weapon
- No Indoor Engagement.

3. SAW /LMG - 1.86J with .32 BB

- 50ft Minimum Engagement Distance.
- Box Magazines only, No High Caps.
- Mandatory sidearm/backup weapon.

- LMG ROF cap: 30 RPS.
 - Must be equivalent to real SAW (If you are unsure, please ask).
 - No Indoor Engagement allowed.
4. Sniper Rifle - 2.81 J with .32 BB
 - 100ft Minimum Engagement Distance.
 - 150ft Indoor Minimum Engagement Distance.
 - Bolt Action only.
 - Mandatory sidearm/backup weapon.
 - No Indoor Engagement.
 5. SMGs - 1J with .32bbs
 - No Minimum Engagement Distance.
 - ROF cap: 25 RPS.
 - No Indoor Engagement.
 6. Pistols/Sidearms - 1.55J with .32 BB, Semi only
 - No Minimum Engagement Distance
 - ROF cap: 25 RPS
 - No drum magazines.
 - If HPA Tapped, it counts as your primary weapon for the event.

Grenade Rules

1. Fragmentation and sound grenades may only be used indoors due to A0 Management.
2. Cold-Burn smoke grenades use will be determined "week of" the event due to conditions on the field.
3. Fragmentation and sound grenades have a 15-foot kill radius. If you are using a fragmentation/BB showering grenade, any frag hits count.
4. Indoor grenade detonations within enclosed 30ft x 30ft rooms eliminate any players within these dimensions.
5. Taggin AFG-4 grenades are allowed, all other Taggin product are not allowed.

General Weapon Rules

6. All weapons must be Chronographed before the event, no exceptions.
7. No Master Mikes, 40 Mikes.
8. Shower Shells, outdoor use only.
9. Chronographed weapons will meet certain weapon classifications, and will follow the rules of engagement for that classification, no exceptions.
10. Only LMGs and SMGs have access to full auto.
11. Any weapon that is not an LMG or SMG must be in semi-auto.
12. No Blind Firing.
13. No Binary Triggers of any form.
14. No Minimum Engagement rules for Rifleman weapons and Pistols, indoors and outdoors.

15. A 'Bang Bang' Rule is a courtesy, if able to safely do so, please do so. If unable, use common sense and refrain from close quarters head or face shots that may injure a player.
16. Refrain from overshooting in CQB environments.
17. LMG and Sniper weapons must use sidearm/backup for indoor engagements.
18. Mid Cap Magazines for all weapon classifications other than LMG and SMG Weapons.
19. HPA powered replicas must have a functional tournament lock for their regulators, if not, they cannot be used.
20. All weapons must have trigger guards.
21. Melee weapons must be approved by staff.
22. Do not throw Melee weapons unless you have the perk card to do so.